

DIDDY KONG RACING

banana residue

elephant tusk impact

tire mark

third-degree lava burn



Diddy Kong™ Racing ©1997 RARE. Game by RARE™, ® and the "N" logo are trademarks of Nintendo of America Inc. ©1997 Nintendo of America. All rights reserved.



It's a race. It's an adventure. It's a severe head injury.

Over 20 different courses. 8 different speed demons. Land, air, water and all kinds of wrong turns in between. With Diddy Kong Racing only for N64,™ the world is your crash site. And with Rumble Pak,™ you'll really feel the pain.

NINTENDO⁶⁴



GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 5 ISSUE 11

JNN SPECIAL REPORT:
BEHIND THE
SCENES AT
KONAMI
JAPAN!

PLUS:
SKULL MONKEYS
JERRY RONG
RACING
SONIC R
MDK
SILHOUETTE
MIRAGE
AND SO MUCH MORE!

CRASH
BANDICOOT
2
CORTX STRIKES BACK

YOU CAN'T KEEP A GOOD
BANDICOOT DOWN!



HAMBLETON UNLEASHED IN EUROPE!
JOURNEY TO FRANCE FOR A
BEHIND-THE-SCREAMS LOOK AT
ACTIVISION'S NIGHTMARE CREATURES!

PLUS AN IN-DEPTH LOOK AT THIS YEAR'S ECTS!

PANDEMONIUM2 EXPOSED

PICK A

(HEY, IT'S CHRISTMAS.)

"Tekken 2 is the best...no contest."

-Game Players August '96

"Tekken 2 is THE can't-miss PlayStation game of the year!" - Game Players September '96

"This game is a must buy for anyone who owns a PlayStation (novices and fanatics alike)." - PS Extreme September '96



TEKKEN 2

FIGHT.

PICK TWO.)

"Soul Blade heads the early list for best fighting game of the year." - GameFan February '97

"...no gamer should be without this: the most spectacular fighting game ever to grace a console." - GameFan March '97

"...it's simply the best 3D fighter on the PlayStation." - Video Game Advisor February '97



www.namco.com

namco

The ratings icon is a trademark of the Interactive Digital Software Association.

Ed Zone



Greetings, GameFan readers, it's nearly the end of the year; issues are getting thicker and the industry's best is being laid out before us. 'Tis the season to be entertained! Hollywood rolls out the h-core cinema (can you say *Alien Resurrection* and *Starship Troopers*?) and the game industry throws down with all its might. Fire up those credit cards people and remember... there's no debtors prison! In the nearly six years we've been making GameFan I'm hard pressed to remember a fourth quarter as sparkling as the one we're currently relishing. Ordinarily around this time there's a selected few, forecasted, no-brainer holiday hits, but this year you could utter the same about a dozen or more titles. In this issue alone you've got your *Tomb Raider 2*, *Crash 2*, *Nightmare Creatures*, *MDK*, *Jet Moto 2*, *Pandemonium 2*, *Alundra*, *F1*, *Skullmonkeys*, *DKR*, & *Sonic R*, any of which would bring a smile to your face. Add to those December's *Magic Knight Rayearth*, and previously released *Castlevania SotN*, *FF7*, *Croc*, *Abe's*, a slew of amazing sports sims and a number of stellar corridor games and you've got well over twenty must own games inside of a 3 month window!

Normally we'd track down the games we passed on over the holidays (credit cards got limits!) throughout the traditionally barren post-new year dry spell, but in '98 even these months will be saturated with high powered software. Games like *Resident Evil 2*, *Enter the Gecko*, *Wild 9*, *MegaMan Neo*, *Banjo Kazooie*, *Conker's Quest*, *Yoshi's Story*, *Tombo*, *MediEvil*, and *Gren Turismo* (to name, mm, about half), will warm you over all winter long. It will be interesting to review the numbers once the dust has settled around Merch. I just hope that through it all each and every top quality title gets the recognition it deserves. It's quite a feat making a truly memorable game and I'm quite sure that as they are being constructed the maker's vision is that of you enjoying what they so painstakingly assemble.

On another note, in case you're wondering why we haven't jumped on the "Dural" band-

"Fire up those credit cards people and remember... there's no debtors prison!"

wagon yet, it's due to the fact that 1) it's at least a year away, and 2) currently we are enjoying some awesome gaming midway through the PS' reign and at the beginning of Nintendo's at least 5 year run with the N64. We're extremely excited about it but will try to refrain from any speculation until we can at least etch some hard facts and screen shots. I've spoken to developers actively working on the new (and yet unnamed) Sege (well NEC) dev. system and reports are that it's

extremely efficient, with fantastic environments and superb tools. The development problems that plagued the Saturn will not effect this console, which provides near Model 3 quality at home... or it will in just over a year. Games currently in development have 12 month deadlines, so factoring in the time needed for a hardware launch, don't look for the new kid until (at the earliest) next December. It's more likely we'll see it in '99. And don't be surprised if it's got an NEC label on it either... There's about a dozen underway all totaled. As soon as it's time to really get excited we'll bring you the scoop.

Well, that's about it for me. Enjoy the issue, and remember, GF is proud to be the last color-drenched video game magazine and we will continue to blind our readers proudly!

Until next month, see you!

Metropolis Staff
 Chief Executive Officer David Bergelson
 Chief Financial Officer J. Anthony Young
 Senior VP/Finance Officer Steve Lofgren
 Vice President of Circulation Richard Marshall
 Circulation Coordinator Matt Wadde
 VP/Group Publisher/Gaming Jay Puryear
 Director of Advertising Brian Oliver
 Assistant to the CEO Conrad S. Frankowski
 Director of Corporate Counsel Laura M. Hines
 Public Relations Committee James Beutner
 Production Director Michael Sifer
 Director of Operations Melissa Lily
 Director of Sales Catherine Mathison
 Advertising Executive Jane Scharf
 Assistant to the CEO Susan Brown
 Retail Distribution
 Creative Services
 Ralph Pincus/NEC
 Design Services
 Office Manager
 Ellen Schrage

A MULTIMEDIA PUBLICATION

GameFan (ISSN: 1092-7212) Volume 3 Issue 11 November 1997. Published monthly by Metropolis Publications, Inc. 1400 Wilshire Boulevard, Suite 1000, Los Angeles, California 90017. One year subscription (12 issues) is \$24.95. Foreign and Canada add \$18 per year. Please send in US Funds only. Please allow 4-6 weeks for your first issue. Periodicals postage rates paid at Los Angeles, CA and at additional mailing offices. POSTMASTER: Send change of address form in GameFan 98, Box 480664, Encinitas, CA 92046-0664.

MADE IN THE USA

Team GameFan
 Editor in Chief & Creative Director
 Evan Oliver
 Executive Editor
 Greg Reu
 Managing Editor
 Ryan Lockhart
 Art Director
 Bruce Stockart
 Graphic Design/Layout
 Gary Harrod
 Gregory Han
 Mike Wakamatsu
 Nick Des Barres
 D. Halverson
 Senior Editor
 Dan Jevons
 Consulting Editor
 David S J Hodgson
 Editors
 Bryn Williams
 Nick Des Barres
 Michael Hobbs
 Mike Griffin
 D. Halverson
 Eric Mylonas
 Anthony Chau
 GF Online Editors
 Eric Patterson
 Bryn Williams
 Graphic Artist
 Terry Wolfinger
 Production Assistant
 Andrew Cockburn
 GF Sports Editor
 Rustin Laa
 Asst. Sports Editor
 Geoff Higgins
 Japanese Correspondent
 Jun Sakai
 Marketing Coordinator
 Melissa Seltzer
 Prepress Manager
 Eric Walden
 Director of IT
 Tony Lee
 Asst. Director of IT
 Will Kalman
 Online Director
 Mark Krynsky
 Online Art Director
 Mike Malloy
 Online Graphic Artist
 Jeremy Buttle

For advertising inquiries contact
 Evan Oliver
 (310) 790-7200 Fax: (310) 790-7207
 E-Mail: evan@metropolispub.com

ADVERTISING BUREAU OF CIRCULATION
 AND ADVERTISING OFFICES FOR
 THE PUBLICATION
 1500 WILSHIRE BOULEVARD, SUITE 1000
 LOS ANGELES, CALIFORNIA 90017
 (310) 790-7200

ALL RIGHTS RESERVED. NO PART OF THIS PUBLICATION MAY BE REPRODUCED OR TRANSMITTED IN ANY FORM OR BY ANY MEANS, ELECTRONIC OR MECHANICAL, INCLUDING PHOTOCOPYING, RECORDING, OR BY ANY INFORMATION STORAGE AND RETRIEVAL SYSTEM, WITHOUT PERMISSION IN WRITING FROM THE PUBLISHER. POSTMASTER: Send change of address form in GameFan 98, Box 480664, Encinitas, CA 92046-0664.



MASS DESTRUCTION



Don't just sit there...
SHOOT!



Mass Destruction™ is a trademark of BMG Interactive International, a unit of BMG Entertainment. ©1997 NMS Software, Ltd. ASC Games™ is a trademark of American Software Corporation. ©1997 American Software Corporation. Mass Destruction™ is developed by NMS Software, Ltd. The NMS logo is used under license from BMG. BMG is a trademark of BMG Music. Play Station™ and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. Windows® 95 is a registered trademark of Microsoft Corp. Sega® and the Sega Saturn™ logo are trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.



Presenting Masters of Teras Käsi, an all-out fighting frenzy featuring 9 Star Wars characters and introducing a new villain masterfully trained in the ancient martial art of teräs käsi. Battle through 9 action-packed arenas. Engage in weapon-to-weapon or hand-to-hand combat. Wield lightsabers, blasters, flame throwers and battle axes to engage in the ultimate conflict. Heck, even the Empire never struck back this hard. www.lucasarts.com



© 1999 LucasArts Ltd. and Lucas Entertainment Products. All Rights Reserved. Star Wars and the Star Wars characters are trademarks of Lucas Ltd., and other indicia, PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.



THE GALAXY IS FAR, FAR AWAY.
THE FIGHTING IS
UP CLOSE AND PERSONAL.



**"GOES 0 TO 60
IN 4.5 SECONDS.**

DEPENDING ON YOUR ARM."

Ben "Smasher" Jackson





SAVE THE GAS MONEY.

THIS BABY RUNS ON ADRENALINE. YOUR ADRENALINE.

EIDOS
INTERACTIVE

You've been warned.

CORE



BECAUSE POST-MILLENNIUM MAYHEM HAS STRUCK.

AND IT'S GONNA TAKE MORE THAN A SEMI-AUTOMATIC
TO SURVIVE THESE **3D** MEAN STREETS, SUBWAYS AND

SCUM-FILLED CITY PARKS.

WHERE FIGHTING THE CROWDS HAS A
SLIGHTLY DIFFERENT MEANING.

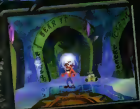
JUST KEEP YOUR EYES PEELED,
BECAUSE ONE GOOD THROW AND
YOU'RE OUT. COLD.



www.fightingforce.com

Cover
Story:

CRASH
NINTENDO 64
DOOMER
DOOMER



Do the Crash dance! 69

EDITORIAL ZONE 4

MOST WANTED/TOP TEN 14

VIEWPOINTS 18

HOCUS POCUS 26

DNN 40

COVER STORY 69

PLAYSTATION NATION 56

NINTENDO 64PLAY 114

SATURN SECTOR 126

GAMEFAN SPORTS 140

JAPAN NOW 148

QUARTER CRUNCHERS N/A

ANIME FAN 162

OTHER STUFF 173

POSTMEISTER 174

Contents

DKR

pg. 118



SKULLMONKEYS

pg. 94



SONIC R

pg. 126



SILHOUETTE MIRAGE pg. 159



TOKYO GAME SHOW pg. 154



AEROFIGHTERS ASSAULT

ALUNDRA

AUTO DESTRUCT

BATMAN & ROBIN

BOMBERMAN 64

CARDINAL SYN

CART WORLD SERIES

CASTLEVANIA 3D

COOLBOARDS 2

COURIER CRISIS

CRASH BANDICOOT 2

DIDDY KONG RACING

DUKE NUKEM 3D

ELRIC

ENEMY ZERO

FIFTH ELEMENT

FINAL FANTASY TACTICS

FORMULA 1 CHAMPIONSHIP ED.

FROGGER

G.A.S.P.

GEX 2

GO GO GOAL

GRAND TOUR RACING

HYBRID HEAVEN

JET MOTO 2

LAMBORGHINI CHALLENGE

LAST BRONX

MARVEL SUPER HEROES

MEDIEVAL

pg. 116

pg. 101

pg. 91

pg. 44

pg. 114

pg. 108

pg. 100

pg. 148

pg. 48

pg. 72

pg. 69

pg. 118

pg. 130

pg. 110

pg. 128

pg. 104

pg. 110

pg. 64

pg. 104

pg. 149

pg. 102

pg. 143

pg. 82

pg. 148

pg. 56

pg. 124

pg. 131

pg. 132

pg. 102

Nightmare Creatures

48

METAL GEAR

MK MYTHOLOGIES

MONSTER RANCHER

MOTO RACER

NBA ACTION

NEED FOR SPEED / K-RALLY

NHL FACEOFF '98

NIGHTMARE CREATURES

PANDEMONIUM 2

PGA TOUR '98

PITFALL 3D

RAMPAGE

RAPID RACER

REBOOT

RESIDENT EVIL

RIVEN

SHADOW MASTER

SILHOUETTE MIRAGE

SKULL MONKEYS

SONIC R

SUPER MOTOCROSS

TOMB RAIDER 2

VS.

WWF WARZONE

pg. 150

pg. 76

pg. 96

pg. 78

pg. 141

pg. 86

pg. 142

pg. 48

pg. 62

pg. 145

pg. 98

pg. 80

pg. 103

pg. 40

pg. 129

pg. 44

pg. 97

pg. 159

pg. 94

pg. 126

pg. 44

pg. 108

pg. 86

pg. 144

COVER ILLUSTRATION BY NAUGHTY DOG

Cash Bandicoot name, character illustration(s) and stylized logo are TM and property of Naughty Dog, Universal Interactive, and Sony Computer Entertainment. © 1997.

It'll raise the hair
on the back of your neck.





Explore Gothic London as the ever-faithful Ignatius or nimble, sword-wielding Nadia, looking for clues and solving puzzles.



Battle 21 marauding medieval monsters in 16 equally disturbing 3-D environments as you search for the evil Adam Crowley.



Use any one of 28 different soulbating moves to divide and conquer the diabolical demons, bloodthirsty beasts and overzealous zombies.



Don't let something as minor as a little severed limb stop you. Because it certainly won't stop them.

NIGHTMARE CREATURES™

A bloody good time in jolly old London.

For more on this tale of terror, call 1-800-850-1682.

The nightmare begins October 31. To prepare yourself, go to www.nightmare-creatures.com or www.kalisto.com



Activision is a registered trademark of Activision, Inc. Nightmare Creatures is a trademark of Kalisto Technologies. © 1997 Kalisto Technologies. Published and distributed by Activision, Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved. All other trademarks and trade names are properties of their respective owners.

ACTIVISION

That is, if you
still have one.



Top 10 Most Wanted

FOR THE WEEK ENDING 9/30/97

READERS' TOP TEN

1. *Final Fantasy VII* - PS
2. *GoldenEye* - N64
3. *StarFox* - N64
4. *Tekken 3* - Arcade
5. *Mario Kart 64* - N64

6. *Shining the Holy Ark* - Saturn
7. *Wild Arms* - PS
8. *Tomb Raider* - PS
9. *Mario 64* - N64
10. *Resident Evil* - N64

READERS' MOST WANTED

1. *Tomb Raider 2* - PS
2. *Zelda 64* - N64
3. *Resident Evil 2* - PS
4. *Castlevania SOTN* - PS
5. *Metal Gear Solid* - PS



6. *Grandia* - SS
7. *Jet Moto 2* - PS
8. *Street Fighter EX+α* - PS
9. *Crash Bandicoot 2* - PS
10. *Sonic R* - SS

GAMEFAN EDITORS' TOP TEN

1. *Crash 2* - PS
2. *Tomb Raider 2* - PS
3. *Castlevania SOTN* - PS
4. *MDK* - PS
5. *Mischief Makers* - N64

6. *Silhouette Mirage* - SS
7. *Final Fantasy VII* - PS
8. *Jet Moto 2* - PS
9. *Diddy Kong Racing* - N64
10. *Shall Monkeys* - PS

1. *Nightmare Creatures* - PS
2. *GoldenEye* - N64
3. *Tomb Raider 2* - PS
4. *Rapid Racer* - PS
5. *Duke Nukem 3D* - Saturn

6. *Beast* - PS
7. *MediEvil* - PS
8. *Judge Dredd* - PS
9. *Diddy Kong Racing* - N64
10. *Seinfeld Returns* - PS

1. *Diddy Kong Racing* - N64
2. *Duke Nukem 3D* - Saturn
3. *Tomb Raider 2* - PS
4. *Crash 2* - PS
5. *Resident Evil* - Saturn & PC

6. *Silhouette Mirage* - Saturn
7. *Hexen 2* - PC
8. *SF Alpha 2* - Arcade
9. *Jedi Knight* - PC
10. *AV NetLink Games* - Saturn

1. *Silhouette Mirage* - Saturn
2. *Klonoa of the Wind* - PS
3. *Paedemonium 2* - PS
4. *Grandia Demo* - Saturn
5. *Bomberman 64* - N64

6. *Mega Turrican* - Mega Drive
7. *Panzer Dragoon Saga* - Saturn
8. *Guardian Heroes* - Saturn
9. *Bare Knuckle 2* - Mega Drive
10. *Bomberman NetLink* - Saturn

1. *GoldenEye* - N64
2. *Duke Nukem 3D* - Saturn
3. *Sonic R* - Saturn
4. *Monster Rancher* - PS
5. *Nightmare Creatures* - PS

6. *Grand Tour Racing* - PS
7. *Rampage World Tour* - PS
8. *Ghost in the Shell* - PS
9. *Armored Core* - PS
10. *Final Fantasy Tactics* - PS

1. *Silhouette Mirage* - Saturn
2. *Crash 2* - PS
3. *Diddy Kong Racing* - N64
4. *Colony Wars* - PS
5. *Castlevania: SOTN* - PS

6. *Final Fantasy VII* - PS
7. *Bomberman 64* - N64
8. *Saga Rally NetLink* - Saturn
9. *Mischief Makers* - N64
10. *Tempest 2000* - Jaguar

WIN

THE GAME SYSTEM OF YOUR CHOICE! ENTER TODAY!

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 48 games you want the most that aren't sold yet, on a piece of paper or a postcard then send them to: GAMEFAN TOP TEN, 5357 Dunbar Dr., Suite 130 Agoura Hills, CA 91301

First Prize: Pocket GameBoy

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

Third Prize: A FREE year of GameFan! The best magazine in the universe!

Congratulations to last month's winners:

First Prize: Robert Wal, Houston, TX
Second Prize: Gregg Penn, Lincoln, NE
Third Prize: Scott Penik, Louisville, KY

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations visit our GameFan Top Ten web site addressed & stamped envelope.

DEVELOPER'S TOP TEN

1. *Rally Cross* - PS
2. *Final Fantasy VII* - PS
3. *CART World Series* - PS
4. *Twisted Metal Series* - PS
5. *Quake* - PC (multi-player only)
6. *Oddworld: Abe's Oddysee* - PS
7. *VF2* - Arcade
8. *Daytona USA* - Arcade (8-player)
9. *Virtue Racing* - Arcade
10. *Need For Speed* - 3D0

This Month's Guest:

Kolbe Launchbaugh (Assistant Producer)
Sony Interactive Studios America



eat.
burp.
eat.
burp.
eat.
burp.
puke!



These guys know how to party.



SEGA SATURN



MIDWAY

RAMPAGE
WORLD TOUR

PlayStation and the PlayStation Logo are trademarks of Sony Computer Entertainment Inc. Sega™ is a trademark of Sega Enterprises Ltd. and Dreamcast™ is a trademark of Sega Enterprises Ltd. Rampage World Tour™ ©1997 Midway Games Inc. All rights reserved. Designed by Game N' Logic Inc. RAMPAGE: WORLD TOUR and MIDWAY are trademarks of Midway Games Inc. Distributed by Midway Home Entertainment Inc. under license.



nhl® all-star hockey '98



Goalie C



Goalie B



Goalie A

SEGA® hard stuff

www.sega.com

The softies don't get through. Not on NHL® All-Star Hockey 3D. To compete in this ice you'd better know how to make a lightning fast glove save. Hook. Fake. Deke. And wily, knee-snapping cross checks. It's all 650 NHL players, all 26 NHL teams, all the stats. If it says any more realistic you'd be chipping your teeth on the boards. You can even custom design the most superstar-hot jammer to cover your 5-hole.



© 2002 Sega of America, Inc. All rights reserved. NHL and NHL All-Star are registered trademarks of the National Hockey League. NHL All-Star Hockey 3D is a registered trademark of Sega of America, Inc. NHL All-Star Hockey 3D is a registered trademark of Sega of America, Inc. NHL All-Star Hockey 3D is a registered trademark of Sega of America, Inc.

Legend
Graphics
Control
Play mechanics
Music
Originality



E. STORM REBUS KNIGHTMARE ECM HAMBLETON GUTCH GUYVON SUBSTANCE D SHIN BOX ONION



CRASH 2
GAME OF THE MONTH!

Colony Wars
PlayStation
Psychosis
Shooting/Adventure

Absolutely beautiful, but perfectly typical. That's the best way to describe Psychosis' visual presentation. It's not one of the most beautiful you may likely see in CD on the PS (it) but it goes a better than this, my friend... [CW is a graphical masterpiece. Lightning-fast action, scorching battles, and massive explosions along with a soundtrack from above—this game has the confidence, and when it comes to gameplay it gets a lot of decoration a little too quickly, with each minute becoming nothing more than a glorified shooter. Every move is to suit this one, though, it may be the eye-reading graphics...calculus.]

G C P M O 75

Psychosis' Colony Wars breaths what may be the most beautiful of the most... it's not even close to great a comedy. While it's not a masterpiece, this highly kinetic 3D shooter has a lot of... [Psychosis' Colony Wars breaths what may be the most beautiful of the most... it's not even close to great a comedy. While it's not a masterpiece, this highly kinetic 3D shooter has a lot of...]

G C P M O 89

Hey, does this game ever look hot. Psychosis' Colony Wars is one of the most impressive-looking space-based 3D shooters I've ever seen. The amazing stars that convey your speed to the vast empty space... [Psychosis' Colony Wars is one of the most impressive-looking space-based 3D shooters I've ever seen. The amazing stars that convey your speed to the vast empty space...]

G C P M O 88

CoolBoyzers 2
PlayStation
Sony
Simulation

Wow, what an improvement! And... [CoolBoyzers 2 is a...]

G C P M O 90

Madness, I tell you, it's madness... [CoolBoyzers 2 is a...]

G C P M O 83

Well, I want to be honest here in the first one, but this one is better. [CoolBoyzers 2 is a...]

G C P M O 75

Courier Crisis
PlayStation
GT Interactive
Action/Delivery

Wow Level to be considered for... [Courier Crisis is a...]

G C P M O 70

I know that good graphics don't... [Courier Crisis is a...]

G C P M O 67

If you remember, I always liked... [Courier Crisis is a...]

G C P M O 67

Crash 2
PlayStation
Sony
Action/Platform

That the greatest looking game as... [Crash 2 is a...]

G C P M O 99

Crash 2 is without a doubt the most... [Crash 2 is a...]

G C P M O 94

Knightmare is an 8-bit horror fest, and... [Crash 2 is a...]

G C P M O 98

F1 '97
PlayStation
Psychosis
Racing

Demons, could Psychosis somehow... [F1 '97 is a...]

G C P M O 89

As, in back with the words model... [F1 '97 is a...]

G C P M O 92

As a very casual follower of F1 racing... [F1 '97 is a...]

G C P M O 85



GTR
PlayStation
Activision
Racing



Jet Moto 2
PlayStation
Sony
Racing



MDK
PlayStation
Playmates
Action/Adventure



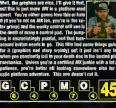
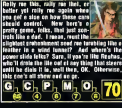
MK: Mythologies
PlayStation
Midway
Fighting/Adventure



Moto Racer
PlayStation
EA
Racing



NFS: V-Rally
PlayStation
EA
Racing



GHOST IN THE SHELL

Nov 27, 2009

Meet your new co-workers.

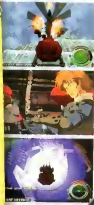
Welcome to Section 9 - a crack team of high-tech covert operatives. This is no ordinary desk job, rookie. Your new superiors aren't entirely human, and they expect you to learn fast. Don't forget the donuts...

- ✔ Plug into a wired world based on the hit feature film and comic book
- ✔ Pilot a "Fuchikoma" tank through 12 huge 3-D search & destroy missions.
- ✔ Use its unique "go anywhere" capabilities to navigate floors, walls & ceilings
- ✔ Brief yourself with over 10 minutes of original, theater-quality animation.

Visit your local retailer or call
1-818-891-1310 for orders only

www.thq.com

© 2009 THQ. All rights reserved. THQ, the THQ logo and the Ghost in the Shell logo are trademarks of THQ. Ghost in the Shell is a trademark of the Japanese anime series. All other trademarks are the property of their respective owners.



"One of the most
impressive-looking
games of the year!"
-P.S.X Sept. '97

Available Now!



Look for the Ghost in the Shell Special Edition
movie, now available on DVD!

EIDOS HUNT LINE 1-800-773-4827. Cost of call \$0.55/minute. Must be 18 years or have parents' consent of Eidos Inc. ©1997 Eidos Interactive and the PlayStation logo are trademarks of Eidos Interactive. Eidos Inc. is a registered trademark of Eidos Interactive.



4 A.M., TALLAHASSEE, FL—

TWO DRUNKS BATTLE IT OUT DOWN THE

HALL. THE 38 EXPRESS SQUEALS TO A

HALT EVERY HALF HOUR ON THE STREET

BELOW. SLEEP DOESN'T COME EASY

IN ROOM 23. BUT FOR 19 YEAR-OLD

RAY COOPER, IT HAS NOTHING TO DO

WITH THE NOISE. AS HE SAYS, "IT'S

BECAUSE EVERY TIME I CLOSE MY EYES,

ALL I SEE IS LARA CROFT."



EIDOS
INTERACTIVE
You've been warned.

Inset photos
Top: The Second
Coming, slated for
this fall. Bottom:
Preparing for her
return.

The future Is About
To Become History

EXCALIBUR

2555 AD

Journey to the far future to save the distant past. Battle hand-to-hand. Solve intriguing puzzles. Wield powerful magic. Explore a huge 3D world. Your mission: retrieve the legendary sword Excalibur.

Featuring over 200 locations, 60 different characters, full speech, and incredible realistic light-sourcing, Excalibur 2555 is an absolute epic.

"...could well do for 3D action adventures what *Tomb Raider* did for 3D platformers"

— *Edge*

"Excalibur 2555 is one of the most unique 3D games ever... a really, really cool game"

— *Diehard Gamer*



SIRTECH

Tel.: (315) 393-5633 Fax: (315) 393-1525

To order, visit your retailer or call: 1-800-447-1230

www.sir-tech.com



PC
ROM

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.





nba® action 98



SEGA® hard stuff
www.sega.com

Hocus Pocus

**ENTER THE GAMEFAN
HOCUS POCUS GIVEAWAY!**

**GRAND PRIZE:
A GXTV**

**FIRST PRIZE:
VIEWPOINT
GAME OF YOUR
CHOICE**

**SECOND PRIZE:
POCKET GAMEBOY**

**THIRD PRIZE:
1-YEAR
SUBSCRIPTION
TO GAMEFAN**



GXTV is the world's first video game TV with hyper-amplified sound and graphics. Enhance the thrill of gaming with adjustable speaker doors, stereo surround sound and a 15-watt sub woofer. Plus, the intense screen graphics will make you feel like your head's right inside the game. GXTV is also a 181-channel, 13" stereo TV with two A/V inputs, stereo head-phone jack, backlit remote control and tilt/swivel stand. So watcha waitin' for? Send in those codes and maybe you can win one of these GXTVs for yourself!

CONGRATULATIONS TO THIS MONTH'S WINNERS!

grand prize winner

anthony p. costillo
los angeles, ca

first prize winner

gregory urchin
new york, ny

second prize winner

andrea williams
lovesme, co

third prize winner

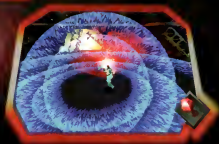
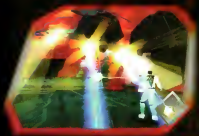
matt e. porton
redmond, wa

The mighty Monitaur seeks the finest cheats, secrets and tips known to humanity, and we need them from YOU!! We'll look over all the codes you send and award a magnificent Grand Prize every single month! Remember, no cheap codes from previously published US magazine! Winners will be drawn each month and displayed in the only place where cheaters prosper. (Current subscribers who win a subscription will receive a one-year extension.)

**SEND YOUR CARDS
AND LETTERS TO:**
Hocus Pocus
5137 Clareton Drive
Suite 210
Agoura Hills, CA 91301

ONE MAN. ONE SOLUTION. ONE STATE OF MIND.

ONE



NOVEMBER 1997

Co-Developed by



ONE™ and ASC Games™ are trademarks of American Softworks Corporation. ONE™ is co-developed by Visual Concepts. ©1997 American Softworks Corporation.
©1995 PEG Limited Partnership. PlayStation™ and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc.
The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.



Enter the following codes at the character select screen to play 3 secret fighters!



SUMO SANTA - Hold the Left Shift button, and tap Light punch, Medium punch, Heavy punch, Heavy kick, Medium kick, and Light kick.

Dr. Kille - Hold the Left Shift button, and tap Light kick, Medium kick, Heavy Kick, Heavy punch, Medium punch, and Light punch.

Boogerman - Hold the Left Shift button, and press up, right, down, left, right, and left on the D-pad

CLAYTALITIES!!!

EARTHWOVEN JUNE

"Cow from the Sky" - down, down, down, Right Shift, Left Shift (one hop away)
 Knock Off Top Half - back, down, forward, Right Shift (next)
 Squish Claytality - back, back, forward, forward, Right Shift
 Squeeze Claytality - down, forward, back, back, Left Shift (next)
 Launch from Island - down, down, back, forward, Right Shift



Kung Power

Bruce Lee Squish - down, down, down (1.5 body lengths away)
 Slice and Dice - forward, forward, forward (1 body length away)
 Round Toss - down, down, forward, forward (next)
 Pan Toss - forward, down, back, down (1.5 body lengths away)

T. Hopping

Rabbit Peilats - Half Circle Back + Left Shift (1 tad away)

Rabbit out of Hat - back, back, forward, forward, Right Shift (1 tad away)
 Timwomp - forward, forward, forward, forward (close)

Taffig

Slap Silly - down, down, forward, forward, Right Shift (1 bit away)
 Who da man! - Quarter Circle Forward + Right Shift (close)
 Fireworks - back, forward, back, forward (1 bit away)
 Splat - Left Shift, Right Shift, Left Shift, Right Shift (1 bit away)

Teky/bob Clug

Demon Spin - Half Circle Forward + Left Shift (1 bit away)
 Scary - down, down, forward, back, Right Shift (1 bit away)

Houngate

Hand Grope - down, down, down, Left Shift (close)
 Bad Hand - down, down, right, left, Right Shift (away)
 Bad Mojo - Half Circle Forward + Left Shift (away)
 Saa ya Clucky - down, diag, down/forward, forward, diag, down/forward, down (1 tad away)

Mole

Da Bomb - back, down, forward + Right Shift (next)
 Meat Grinder - down, down, down + Left Shift (next)
 Hit and Run - down, down, back, forward + Heavy punch (1 hop away)
 PacMan - Quarter Circle Back + Right Shift (next)
 Squish Claytality - Left Shift, Right Shift, down, down (next)
 Squeeze Claytality - down, down, forward, forward, down (few steps away)
 Bite - Left Shift, down, down, right, Right Shift (next)
 Knock Off Top Half - Quarter Circle Forward + Right Shift (next)
 Launch from the Island - down, down, Left Shift, down (next)

Dab Mr. Frosh

Hat Smash - Right Shift, down, down, forward (next)
 Sawconga Squeeze - back, down, down, forward, Left Shift (next)
 Knock Off Top Half - forward, down, back, back (few steps away)
 Squish Claytality - down, back, down, back (few steps away)
 Launch from the Island - down, down, Left Shift, Right Shift (next)

Demerk

Drum Claytality - forward, down, forward

(.5 body lengths away)
 Cannon Claytality - down, down, down, down (next)
 Off the Island Claytality - forward, back, back, forward (next)
 Headbutt Claytality - forward, forward, forward (next)

SUMO SANTA

Phat Assault - down, down, down, Right Shift (1 hop away)
 Sumo Squash - back, back, forward, back (1 bit away)

Dr. Kille

Death X-ray - back, down, down, back (1 body length away)
 Blood Pressure Squeeze - down, down, down (1 body length away)
 Cut in Half - forward, forward, forward (next)
 Off the Island - down, forward, back, forward (next)

Boogerman

Flaming Fart - down, down, back, back, forward, forward, Right Shift (few steps away)
 Toiletality - down, down, back, back, Medium punch (1 hop away)
 Knock off Top Half - back, forward, down, down, Right Shift (close)
 Squish Claytality - down, forward, down, Left Shift (close)
 Squeeze Claytality - down, down, down, Right Shift (close)
 Launch from Island - forward, back, down, back, forward, Left Shift (next)



Infinite Cure 100HP
- 80098378 9000

Time Stops on Menu
- 800989FC 0000
- 800988FA 0000

Infinite Money
- 800989F8 FFFF

Infinite HP Hero
- 800F8A44 7000

Infinite MP Hero
- 800F8A40 03E7

Specs The Movement up During
The Game
- 80050270 7D41

Limit Specs up Hero
- 800F6134 00FF

Infinite HP Tifa
- 800F8574 7000

Save Everywhere
- 80098A3E 0000

Have Best Weapon (Cloud)
- 8009846A C66F

Have Master Summon
(Monster) Materia
- 30098754 005A

Have Master Magic Materia
- 30098710 0049

Have Master Command Materia
- 300986AC 0030

Have Learning Enemy Specials
Materia
- 300986AB 002C

Play as Aerith - 3rd Position -
80103330 3313

Baby Heat Always Stays at 99
Degrees
- 80074DC4 2000

Start With Gold Chocobo
- 800E54B4 0004

Cloud has have all
possible Limit Attack
- 8009C79A 00FF

Tifa has all possible Limit Attack
- 8009CB6A 00FF

Barrett has all possible Limit Attack
- 8009C7DE 00FF

SAVE ANYWHERE
- 8009D2A6 0000

Unlimited Gil
- 8009D260 FFFF

ALWAYS gives you 65535 EXP points
after battle
- 8009D7D8 FFFF

Always gives you 50000 AP Point
after battle
- 8009D7C0 9500

Max out any Materia on 1st Materia
Item slot
- 8009CE6A 0000

Have 9999 Gold Points at the Golden
Saucer
- 8009D3D2 270F

Have 50000 Battle Points at the
Golden Saucer
- 8009D3D8 C350



The salt spray hits your lips as you look into the deep blue. The frigate creaks and the plank bobs. Will this be the end? Welcome to Shipwreckers, life on the high seas at its swash-buckling best. Wield flame throwers and hurl lightning bolts as you man cannons and command great vessels under the Jolly Roger. Battle one to five other players. The rewards are great, the puzzles daunting and the excitement high—just watch your step. The plank is a cruel mistress.

Visit www.psychonauts.com and onto the Shipwreckers' Treasure Chest Sweepstakes.



Shipwreckers! and the Psychonauts logo are trademarks of Psychonauts Ltd. © 1997 Psychonauts Ltd. All rights reserved. The Psychonauts logo and Psychonauts are trademarks of Sony Computer Entertainment Inc. The Jolly Roger is a trademark of the International Game Software Association.



Alternate colors:

To access the second outfit of each character, at the normal select screen, hold up for 2-3 seconds if your character is on the top row, or hold down for 2-3 seconds if your character is on the bottom row.



No Gems:

To disable all Gems during Versus mode, both players must hold the Left and Right Shift buttons after selecting their character until the match starts. The text "NO GEMS" will appear at the bottom of the screen for the remainder of the match.



Doctor Doom:

To play the Doomster, you must beat the game on Default settings. Start a new game on default settings and at the character select screen, press down, down. While still holding down, press and hold the A button, B button, and finally the C button. Doctor Doom will be playable and has the following moves:

Photon Charge - Quarter Circle Forward + Any punch (can be done in the air)

Photon Shock - Quarter Circle Back + Any punch (can be done in

the air)

Molecular Shield - Half Circle Back + Any kick

Flying - Quarter Circle Back + Any two kicks

Infinity Special: Photon Array - Quarter Circle Forward + Any two punches (can be done in the air)



Thanos:

To play the omnipotent Thanos, you must beat the game on Default settings. Start a new game on default settings and at the character select screen, press up, up. While still holding up, press and hold the Z button, the Y button, and finally the X button. Thanos' godly might will be at your disposal and uses the following moves:

Divine Charge - Quarter Circle Forward + Any punch (can be done in the air)

Bubble Trap - Half Circle Forward

+ Any kick

Infinity Specials (HE HAS SIX!): All are done with a back, down, diag. down/back motion and the following buttons:

Reality Gem - Jab punch

Space Gem - Strong punch

Power Gem - Fierce punch

Time Gem - Short kick

Soul Gem - Forward kick

Mind Gem - Roundhouse kick





Street Fighter Collection

(Dolby and PC) - Cammy, Evil Ryu, and others! .J201

Cammy

To play as Cammy in Street Fighter Alpha 2 Gold, beat the game in Arcade mode on any difficulty with M. Bison. You must get the top score when you beat the game. Enter your initials as "CAM" and you'll be able to play Cammy in Practice and Versus modes.



Evil Ryu

To play Evil Ryu, simply press Start twice while highlighting Ryu on the character select screen.

Super Gouki

To play Super Gouki, simply press Start five times while highlighting Gouki on the character select screen.

Evil Sakura

To play Evil Sakura, simply press Start five times while highlighting Sakura on the character select screen.



Championship Characters

To get the Championship versions of Ryu, Ken, Zangief, Dhalsim, Sagat, M.Bison, and Chun Li, simply highlight each respective character and press Start once.



The upside:
WENCHES.
The downside:
THE PLANK.





Saturn Bomberman

Orders of Codes

Powered up weaponry

To start a game with some powerful explosives, at the title screen, hold the following buttons: Left Shift, Right Shift, A, and diag. up/left on the D-pad.



Level Select:

Enter the following codes at the title screen for easy level access:

Level 2: Hold Left Shift, Right Shift, B, and diag. up/left on the D-pad.

Level 3: Hold Left Shift, Right Shift, C, and diag. up/right on the D-pad.

Level 4: Hold Left Shift, Right Shift, X, and diag. up/right on the D-pad.

Level 5: Hold Left Shift, Right Shift, Y, and diag. up/left on the D-pad.

Ending: Hold Left Shift, Right Shift, Z, and down on the D-pad.

Start with 6 lives:

To start with 6 lives, play the game between 20-30 am (or better yet, set your Saturn clock between 10-11am).



Change Background colors:

To change the background colors of the Bomberman arenas for Battle mode, hold the X, Y, and Z buttons at the stage select screen until you hear a sound. You can now change the background colors of each stage by pressing up or down on the D-pad on the stage select screen.



Two Secret Characters:

To use the two secret characters during Battle mode, at the Match play screen, hold the Left and Right Shift button till you hear a confirmation chime. This will allow you access to Mondo, a powerful bear, and Kuno, a super speedy blonde.



Street Fighter EX + alpha (import)

All character codes

To enable all characters on this great import fighter, at the mode select screen, highlight PRACTICE, and hold the Start button. While holding the Start button, press up, right, down, and right on the D-pad. Then, release the Start button and press the Start button again. The text "Here Comes A New Challenger!" should appear. You now have all the secret characters in the game.



Recent Sightings of an Endangered Species



Available at Electronics Boutique or directly from Telegames.



TELEGAMES

For a free catalog, send your name and address to: Telegames, Inc., P.O. Box 801, Lancaster, TX 75146

(972) 224-7200 www.telegames.com



Meet the roof
of our evil.



MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO

Mortal Kombat Mythologies: The Adventures of Sub-Zero is a 1997 Midway Game Inc. All rights reserved. MORTAL KOMBAT and
DRAGON BALL Z and GOKU are all registered trademarks of Shueisha, Limited Inc. Created by Midway Game Entertainment Inc.
Midway, Mortal Kombat and The 12 O'Clock logo are trademarks of Midway Game Inc. ©1997 Midway Game Inc.
Licensed by Nintendo, PlayStation and the PlayStation Logos are trademarks of Sony Computer Entertainment Inc.

MIDWAY



BESIDES DANGER
AND INTRIGUE,
**TREASURES
OF THE DEEP**

OFFERS SOMETHING
THAT'S BEEN LACKING
IN ACTION/ADVENTURE
GAMES.



What's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep™* places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.



Your underwater hardware is 100% high-tech: robotic vehicles, homing torpedoes and heat seeking mines are all at your disposal.

ACTION AND

14 treasure-hunting missions, including Antarctica, the Bermuda Triangle and the sunken Aztec ruins off the Yucatan Peninsula



Blow up enemy subs, battle ghostly frogman assassins and spear voracious sharks before they snack on your snack.





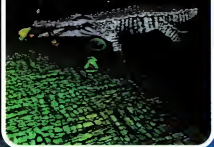
The most striking 3-D world in all of game-dom. Beautiful sea creatures propel themselves with polygon perfection.



Pilot 8 state-of-the-art submarines. Amass your fortune and trade up from a USN RV-1 mini-sub to a deadly tiger attack sub.

ADVENTURE.

Explore mysterious wrecks, retrieve a lost satellite, defuse a nuclear warhead, then treat yourself to some alligator shoes.



TREASURES OF THE DEEP

THIS TIME, YOU'RE IN OVER YOUR HEAD.



namco

www.namco.com



TM, ® The PlayStation logo is a trademark of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.



Here's a brief update on EA's *Reboot*. We did a preview a couple of months back, but we wanted to give you another look at how this cool title (based on the CG show of the same name) is shaping up.

As Storm mentioned in the preview, it's great fun just maneuvering Bob (the hero) as he jets around on his hoverboard doing all sorts of jumps, cruising up walls in pseudo-skateboard style and collecting power-ups (all with the power of analog control). The game handles well—especially with the analog pad—although it's mighty tricky getting the hang of it at first. Seeing as how he's such a blast to control, though, no complaints.

The graphics haven't changed much since our last rev, but special note goes to some of the weapon effects from Bob's gun: the flame thrower is especially impressive, and features hot (haha) flame effects. Other nice touches include the Wipeout-esque trail off of Bob's hoverboard, and some nice lighting effects from explosions and such—all at a constant (no slowdown) 30 FPS. The horizon is sufficiently distant, so there shouldn't be any complaints on the draw-in issue, either.

The music is excellent. I was sitting around (uh, working, I mean) and the game was demo-ing as a small group of GF employees popped their heads into my lowly cubicle just to check out what game had such terrific music (of course they soon departed—can't hang around with the new guy too much, he might get the impression that he's liked or something). A great score (Reboot to "boot") is apparently in the offing.

We'll (well, I, or maybe Storm) will be back with the full review on this good-looking, fun playing game as soon as the final puts in an appearance. Until then, hang in there and prepare for the best (OK, only) hoverboard action game on the PS, and in the mean time pick up a shiny new analog pad to go with it. —ECW



A BRIEF Q&A WITH ELECTRONIC ARTS CANADA

GameFan: What kind of moves will Bob hate in the game?

George: There's your standard kind of strafing, turning, banking—there's a loop which will give him excess height so he might be able to get a pick or something that is floating in the air that he wouldn't be able to get to if he just jumped normally. The jumping is kind of interesting because you have to press the button and then jump on release, as opposed to most arcade games you have to press buttons. There are a lot of animations, and the environment affects how he moves...if an explosion goes off near him, he tries to steady himself as he's knocked off balance; when he bumps a wall, he kinda pushes himself off the wall; if he collides into a wall, there's about four different death sequences that happen in-game...and there's all the death scenes that happen in all the pre-rendered sequences. So, there are a lot of animations actually and it looks really nice. And there's also a lot of programmatic noise in the skeleton that'll give him a little bit more life. He bounces as well, so he's got a lot of energy and he doesn't look like a static model.

GameFan: If I were asked to describe how the game feels, I would say it is a cross between *Tomb Raider*, with its 3rd-person perspective and go-anywhere exploration; and *Tunnel B-1*, with beautiful hi-res environments and light-sourcing; and an engine similar to *Warhawk*. Was there any specific title or titles which inspired *Reboot*?

Jules: Crazy as it sounds, but I think of *Road Rash*, just with that sort of biking experience in a way. *Warhawk* was definitely one of the ones that we all played quite a bit. *Tomb Raider*, of course wasn't out. It was released after we began the design.

George: Wipeout's got a really nice gameplay feel to it the way the vehicle moves around.

GameFan: Will there be any puzzle elements to the game, or will it focus solely on the zipboarding based action?

Jules: Truthfully, I'd say not as many as we'd hoped for. There are so-called puzzles...there are items you have to collect...so you have to find things to be able progress through levels. I can't avoid the fact that this is a 3D shooter. This guy indicates George; if it weren't for him we probably wouldn't have any puzzles in it.

George: There are certain things that you have to consider, like how to take care of your enemies and getting over obstacles...strafing and jumping and that kind of thing, or getting from platform to platform. So I guess you could sort of say, that's kind of a puzzle. You've got limited resources as far as energy and you have to go around and get pickups, it's got all of the standard sort of gameplay items.



DEVELOPER - EA CANADA

PUBLISHER - EA

FORMAT - CD

1 OF PLAYERS - 1

DIFFICULTY - UNKNOWN

AVAILABLE - EARLY '90



ECM

So you always wanted to ride that heard from Back to the Future 2, eh?

THE BIGGER THE HARDER



THEY ARE, THEY DIE.

"Turok: Dinosaur Hunter is the best
corridor shooter on the Nintendo 64!"

-GamePro

"Turok is a sure fire hit in every category,
and a must have for all N64 owners..."

-Game Informer

"Turok may well be one of the best-looking
and best playing first person shooters ever!"

-Ultra Game Players

**THE BIGGEST GAME OF ALL
IS THE BIGGEST GAME ON N64.**

TUROK

DINOSAUR HUNTER



ALSO AVAILABLE ON
GAME BOY

AKkaim
www.akkaimation.com

Turok, Dinosaur Hunter, and the Turok logo are trademarks of Akkaim Entertainment, Inc. Turok™ is a registered trademark of Akkaim Entertainment, Inc. All rights reserved. Game Boy Advance 48 and 3.0™ are trademarks of Nintendo. © 1997 Akkaim Entertainment, Inc. All rights reserved.

BATMAN & ROBIN



ACCLAIM 1997-98 UPDATE

Acclaim

What do you think of when you hear the name Acclaim? A never-ending stream of mediocre movie licenses? Yup, us too. But Acclaim is fully aware of their dodgy reputation and are making a comeback attempt in the best possible way: by changing their company policy from *quantity* to *quality*. By cutting back on the number of games produced and focusing more on their A-grade titles, Acclaim hope to emerge re-born as a respected and successful publisher. And if their latest line-up of titles is anything to go by, they may just pull it off...

BATMAN & ROBIN (PS)

The whole Bat family (George, Chris and Alicia) take on Mr. Freeze and Poison Ivy in this 3D graphic adventure from UK-based developers, Probe Software. Set over three 'game days' in Gotham City the game is split into two distinct sections: *Die Hard* Trilogy style driving bits and *Tomb Raider* style explorational bits. As either Batman, Robin or Batgirl you must explore Gotham City (10 square kilometers big) by vehicle or by foot, discovering clues that will lead you to the super-villains, then kicking the bejeezus out of them. You get all sorts of bat gadgets to aid you in your quest and the game runs on a real time clock meaning that if you're not in the right place at the right time you could miss some crucial event.

Currently the game looks great, with detailed character models (including digitized faces—true-to-life Alicia looks like a stroke victim!), a smooth frame rate, and environments straight out of the movie. The soundtrack is based on





Elliot Goldenthal's OST (where art thou, Danny Elfman? *sigh*) and Probe has been allowed to use sound bites from the actual actors ('Cool party!' etc.). But most importantly—Batman's cape moves as it ought to. Now if only Probe could lend Sony a helping hand with Spawn...

RIVEN (PS)

I don't know how many copies *Myst* has actually sold, but whatever the number is, it's waaaaay too many. Anyway *Riven: The Sequel to Myst*, is on its way and according to Acclaim it's going to hit PS before it hits PC. That should make quite a few people Pyst. It's the same style of game as *Myst*:

a fantasy-themed, static screen, point-and-click first-person adventure with occasional FMV cut scenes. You can bet your life there will be oodles of puzzles to solve, and from the brief play test that we had it was apparent that the art and CG were of the highest quality. The game comes on five discs and is due for release next month.

SUPER MOTOCROSS (PS)

Acclaim's push into the sports market continues with a new motorcycle racer: *Super Motocross*. Featuring a variety of tracks and two-player split-screen action, this title (though early) looks like it may give *VMX Racing* and *Moto Racer* some serious competition.

ALSO IN DEVELOPMENT:

FORSKEN (PS, N64)

See page 122 for a full preview of Probe's super slick 'Descent on hover bikes' shooter.

WWF WARZONE (PS, N64)

See page 145 for a full preview of Acclaim's polygonal wrestler. Grrr.

SHADOW MAN (PS)

A veil of secrecy surrounds Acclaim's 'top secret' 3D action game though we do know it's a 3rd person action/adventure, said to be similar in style to *MDK*. More next month.

TUROK 2 (N64)

The bad boy with the loin cloth and particle weapons is back and to quote a source inside Iguana "They're doing things so unbelievable downstairs my jaw dropped to the floor!"



RIVEN



SUPER MOTOCROSS



GET IN TOUCH WITH
YOUR GUN-TOTING,
TESTOSTERONE
P U M P I N G,
COLD-BLOODED
MURDERING SIDE.

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Arsenal Cars is a trademark of Sony Computer Entertainment America Inc. ©1997 Sony Software. www.playstation.com





- The fastest killing machines in the world.
- 45 lethal missions.
- Huge 3-D worlds.
- Customizable weapons and armor.
- One- or two-player combat.
- It's enough to excite any would-be assassin.

ARMORED
core

GAMEFAN

NIGHTMARE

REATURE





ACTIVISION®

halo
infinite

NIGHTMARE

CREATURES





GAMEFAN

ACTIVISION® kolibri

NIGHTMARE

CREATURES

The cackling has ceased. The voices in my head have ceased their murmuring. "I am now almost sane. It was tough and go for a minute there, though. You see, I've been locked in a cellar in the middle of Camden Town for two weeks hacking my way through fiction's finest PlayStation release in a very long time. I have emerged from an unbelievably ghastly trip into Nineteenth Century London, a journey so monumentally intense that the plethora of heart-stopping scores will make you jump out of your skin. Not since the days of *Resident Evil* has gaming been so terrifyingly tense. When you sit down to play an extended session of *Nightmare Creatures*, you'll experience a multitude of emotions. First (there'll be fear at the astonishingly well-animated [not to mention supremely intelligent] monsters. There'll be anger when you'll be wrestling with the irritatingly confusing control system). Then there'll be a manic cackle as you behold your first zombie. And this is just the start of horrors upon horrors of nail-bitingly tense, wandering



around a massive play area as a quest to find the insane master of an increasingly vicious shambling army of mutations. (I must be squished into small fleshy pieces of sinew, gore and entrails. There's a reason why this game was released on Halloween: the carnage, brooding fear and shattering of pure evil is

on an unprecedented scale. Kalisto has succeeded in creating not only a damnable enjoyable video game, but a whole new genre! Behold the spinning beat-'em-up!

From the paper-shredding Kalisto logo onwards, you know immediately the labor and man hours that were poured into this title. A marvelous CG introduction shows a dark and foggy London town, zooming in on a madman at work in his inhuman laboratory. The hacking of limbs and twitching of corpses is but a prelude of the creations present in this game. A delightfully over-the-top narrator spits a fearful yarn about this hunched and pallid black magician. An air of brooding menace invades your senses. And next comes the title screen. A choice must be made of which character to play, and then, it's off into the darkness we go.

Once you emerge, you'll have the pleasure of removing the top half of a zombie from its legs for the first time. This is where you'll need to get to grips with the control system



**TENTACLED BEASTS WILL SHRED YOUR TENDONS TO PIECES!
TALONS WILL TEAR INTO YOUR DEFENSES! BE VIGILANT!**



STAR HOWLING MUTATIONS WITH RUSTY BLADES!! DEATH GURGLES OF THE DEAD ECHO AROUND A DECAYING CAPITAL!!

of Nightmare Creatures. Some players may be initially wary of a control system with so many buttons, but relax; once you've mastered scrolling through your inventory (and remembered not to inadvertently fire six pistol rounds at a wall by pressing the wrong shoulder button), the ease of controls becomes joyfully obvious. You'll learn to walk instead of run on occasion (particularly pleasurable should you be controlling the firm-buttocked Nadia), learn to swipe, kick and block, and begin to investigate that terrible and intriguing glowing ahead.

Combat is quick and deadly. You'll soon become competent in the disposing of a variety of lesser creatures, simply by waiting for them to charge, then side-stepping and slicing them into dog meat... Urgency is the order of the day however; you're infected with a deadly virus and the only way to halt it is to keep your adrenaline meter pumped. This keeps the action at an eye-popping, finger-twitchingly fast pace. You're constantly on the look out for fresh meat; for without another kill, you're liable to end up as one of Crowley's crimes.

As you progress through the game, you'll be struck by the fact that this is one polished graphics engine. We're talking up to five

Fighting Combs: Father Ignatius Blackward

Father Ignatius may be slightly slower than his female companion, but his combos are easier to pull off, they inflict a terrible amount of crushing damage, and there's more of them to learn. Ignatius also benefits from an increased constitution and a huge two-handed paining stick. Let your religious fervor flow with this roller of abomination!

[X], [X]	Double Kick
[X], [X], [X]	Triple Kick
[X], [X]	Double Strike
[X], [X], [X]	Triple Strike
[X], [X], [X]	Hammer Curl
[X], [Triangle], [X]	Lunge Kick
[X], [X], [X]	Crescent Kick
[X], [X], [X]	Windmill Slam
[X], [X], [X]	Scottish Backhand
[X], [X], [X], [X]	Spin Strike
[X], [Triangle]	Ahab's Spear
[X], [X], [X], [X]	Ahab's Revenge
[X], [Triangle], [X], [X]	High Kick Feint
[X], [Triangle], [X]	Judas Jack Knife
[X], [X], [X]	Last Judgment
[X], [X], [Triangle]	Hammerhead Crush
RUN, [X+X]	Armageddon Tactic
UP+X	Tornado Kick
UP+X	Roundhouse Volley
Triangle, [X]	Flying Elbow Smash
Triangle, [X]	Flying Staff Strike
X, Triangle	360 Jam
DOWN, [X]	Back Strike

FATHER IGNATIUS BLACKWARD

Fighter Cleric dismembering for the Lord!

"Back into the foul pits of Hades! I'll crush your skulls like overripe melons!"



R
REVIEW

P
PlayStation

DEVELOPER - RALISTO

OF PLAYERS - 1

PUBLISHER - ACTIVISION

DIFFICULTY - PRETTY NAUTY

FORMAT - CD

AVAILABLE - RIGHT NOW



CHIEF
HAMBLETON
Strike a light!
What a ripper
game!

CLEAVE THE SHAMBLING HORDES LIMB FROM DECAYING LIMB!

MAD SLICING INFLECTS GRUESOME AMPUTATIONS!!

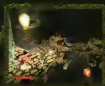
monsters on screen simultaneously with absolutely no slowdown, and a constant 25-30 fps action. *Kalisto* have cleverly eliminated (well, hidden would be more appropriate) any trace of the dreaded pop-up by staging the entire game at night, adding immeasurably to the fear you'll experience when negotiating the narrow-winding cobbled streets of London. What all this adds up to is a roaming beat-'em-up amidst the best portions of *Fighting Force* (constant enemy interaction) and *Resident Evil* (atmospheric undead culling). The actual levels are waded through, strangely enough, in a similar manner to *Doom*. You've a variety of switches to find which open doors, there's numerous secret areas where hordes of fiends are hidden. To sum, the lack of puzzle elements may be a tad disappointing, but I relished the challenge of locating my next baying mutation and bearing down on them with my gleaming katana waving!

You'll also notice the detail in all the wall textures, wooden beams, boxes, crates, thicket bushes (which can be hacked through) and everything else. From the glow of the rusting Victorian lamp to the moulding shuttered window, every locale screams "meticulous detail" at you. *Kalisto* wandered the streets of London themselves and the textures are modeled on existing buildings. All of this creates a convincing sensation of actually 'being there'. The pub signs are all different and creak in the breeze. Ghosts rise from their graves. Bats fly out of coffins. Fire flickers and conjures faces in the flames. You'll notice autumn leaves gently falling from the trees. There's rain which actually falls in droplets and splashes on the ground. The river water undulates, and walking through smoke and fog has never been more atmospheric. The only major shortfall are the fire effects; thrown down a torch and your enemy bursts into a human inferno, but with horrible plastic flames. This does detract from your play, but is forgivable, especially when you finally view the astounding graphics of a burning Westminster through the stained glass windows on the postultimate level.

Once you become proficient at *Nightmare Creatures*, and as you reach the later levels, you'll then realize just

how difficult this game is. In the early levels, there was a plentiful supply of caterwauling critters to cull, but about halfway through your trek you'll encounter less monsters, your adrenaline drops alarmingly quickly, and the Fiends you do encounter are a lot more sturdy. This is where the final portion of the learning curve kicks in: combination attack! The AI of the monsters is so intelligent that similar monsters learn your usual attacking patterns and begin to block them, thus insuring you learn new techniques. Believe me, the results of combo practice are worth it; hacking apart a Werewolf in five linked hits can bring a wry smile to even the most pacifist of gamers.

Of course, once one becomes proficient at all manner of combos, the fighting reaches new levels of intense amputative action. As mentioned in my preview, the sword-torture battles waged in this game are single most gory, humorous and downright stunning feature of the game. We're talking Monty Pythonesque "Ere, yer arm's off!" "No it's not!" "Is but a flesh wound!" fighting, with monstrous swines losing hands, feet, arms and even heads and still putting up their dukes! You'll gape in astonished amusement as arms fly off into the darkness accompanied by a splattering blood trail. Add to this a variety of far-smashing items and you're in for one wild ride. I'm also pleased Activision noted some of my own suggestions and implemented into the game! For example, Dynamite blows appendages of





advancing beasts and a point-blank pistol shot decapitates zombies, ensuring even minor details leave you gasping at the horrific detail on show in this carnival of butchery.

Which brings me neatly onto the subject of the creatures themselves. Weighing in at over 400 polygons each, there's a baker's dozen of the most deviant twisted offspring ever to blinch their way into the streets of England's fair capital. This is a veritable rogue's gallery of the gubbering undead. Two different types of Zombie are your initial quarry (they come apart with ease after a particularly heavy overhead swing), closely followed by the mainstay of any horror epic, the Werewolf. Try kicking this furry freak until he keels over. Next in the frothing mutation department is the Pogo Monster, a thing with three heads, four arms and standing rife feet tall. A simple dodge and three hit back tends to take down these aberrations. However, the annoyingly tough blue Docker (or Golem) appear next, a lumbering beast capable of squeezing your brain out through your ears. The fabled red goblins that Kalisto constructed sadly didn't make it into the final game.

Then the array of anomalies continues with the Giant Insect (lodging these massive mosquitoes was never more fraught), the Thames' Monster (flapping tentacles decimated), Harpies (flying horrors that prove extremely difficult to slice down), Spiders, Giant Rats (which only appear on one level), Dehonic lings (both gray and red, in coloration), Hellhounds with a particularly nasty bite, and my personal favorite, the Faceless Men. These cloak and dagger Sherlock Holmes rejects sneak about with a swift and deadly stride, but them down in swatches! Of course, there's the toughest



NADIA F. American fencer avenging her father's murder!

"Adam Crowley, you'll be eating your own innards for your inhumanity!"

Fighting Combo: Nadia F.

Extremely agile and lithe, in earlier versions of the game, Nadia was extremely proficient at cutting up her foes before bounding out of harm's way. Now, she is now a more shadow of her former self; her reach has been shortened, her combination attacks are more difficult to implement and she jumps a little less further than before. Still a polished fighter, but the Priest outshines her in terms of brute performance.

X, X	Double Kick
X, X, X	Triple Kick
[], []	Double Strike
[], [], []	Triple Strike
[], [], [], X, UP+X	Back Flip Kick Combo
[], [], Triangle, X	Side Flip Kick
[], Triangle+O (Tap 2X)	Gymnast Kick
[], X, X	Muscovian Boot Stomp
[], X, X, X	Feet of Fury
X, X, X, []	Cyclone Volley
X, X, DOWN+X	Whirling Slice
X, []	Whip Slash
X, [], UP+X	Bloody Ballerina
X, UP+X	Gymnast Strike
X, UP+X, []+X	Divide & Conquer
UP+X	Whirling Dervish
UP+[]	Spin Blade
Triangle, X	Overhead Slam
Triangle, []	Flying Cross
DOWN, X	Back Kick



boss characters to meet, until you're finally granted an audience with your very worst nightmare. And the final confrontation with that winged monstrosity? Well, let's just say you'll be needing a new PlayStation pad and fingers after that fight.

Not a spare meg of memory has been left on the *Clay Nightmare Creatures* is literally crammed to the rafters with 18 lengthy levels, and of course some of the best music ever heard in a video game. I'm serious when I say that the extra chill gained by listening to these absolutely sinister soundscapes adds to the immersion tenfold. You really are playing only half the game without sound. There's voices murmuring, wind blowing, spine-chilling organ chords and church bells chiming in the distance. When encountering the game's bosses however, the mood changes to full-on Heavy Metal guitar (with organ and howling bestia accompaniments), but still in keeping with the mood of the game. Blasts off to the sound programmers; they really excelled here.

However before I depart into the night full of unadulterated praise, there are a few nightmarish discrepancies to deal with. Firstly, some may find the difficulty level a little high. At around level 10, you really start fearing for your life, and the game becomes quite scarily difficult from then on. Some may find that hacking apart any of the 13 foes tends to become a little tiresome after a while. I also hated those pizzly fire effects (mentioned earlier), but the main Hambleton bugbear ruined this view when I tried to jump (specifically on water). The jumping system is extremely imprecise and clumsy, meaning you'll be battling through a level, take a flaming jump across a pier, and land slap bang in the middle of the Thames. And those horses aren't the swimming kind. They're the drowning kind. There'll be a number of occasions like this (it's especially annoying when the camera pans around causing you to twitch and miss-time your jump), so be prepared to trek through some levels more than thrice.

However, there are minor points when you compare them to the overall package. Not only is this one of the most exciting adventures you'll ever undertake (you're plunged into madness with nothing but a sword to wave about), but it's also one of the most fun. Slicing and dicing foes in any other game doesn't come close to matching the offal flying, monster and slung gore festival on show here. And of course, with a game of this caliber, there's always the multitude of secrets to discover. Among the extra special goodies on offer is the ability to become permanently enraged (hence the several gallons of hemoglobin spattered through this feature), a level select, inventory bitbox and the fabled 'monster' code.

I wholeheartedly recommend *Nightmare Creatures*. Not only is it one of the most lavishly produced titles of the year, but it also contains the one vital ingredient essential to a video game: it is enthralling to play, dragging you into its world and skewering you on a meathook until you'll pummeled every single creature of the darkness. Buy *Nightmare Creatures* immediately, turn off the lights, crank up the stereo and don't look over your shoulder. And now if you'll pardon me, I'm off to Higgate Cemetery to dispatch a howling demonic horde with an savage bloodlust and razor-sharp staff...

Good Hunting!

Clay Hambleton enters his cape and fits into the holy night!



A MONSTER-CULLING ARCHAIC INVENTORY!

Once your creeping trek into adrenaline-soaked terror begins in earnest, you'll realize that there's more to this lark than running in, sidestepping a howling werewolf, hacking it's limbs off and retreating to cackle in delight. There's also a backpack full of items to collect; 19 to be exact. Some you'll find in breakable boxes and crates, while others can be grabbed from the still-twitching corpses of deviant entities you've just struck down. A good point to remember is to never use items you throw near to water (as the results are less than spectacular). Below is a list containing some helpful hints on the utilization of this array of archaic weaponry in the combat zone.

Mine - Small, green and spiky, these cause great amusement when critters shuffle onto them. Not as powerful as the *Dynamic*, the *Mine* is best used when you're coaxing an enemy forward or laying an ambush, especially as multiple mines can be laid simultaneously. Use on slow-moving critters only.

Repulsive Smoke - Free to not about an undead ambush, simply throw down a pile of ethereal mist, and watch your mutations stay their distance. There's no better way to fend off three creatures at once, and the wide circle of smoke allows you to hack away at your leisure.

Freeze Spell - All entities within sight are frozen into tiny shards of ice. There's nothing like the satisfaction of taking down four zombies in an explosion of liquid nitrogen. After the freezing process takes effect, the beasts can be shattered or left to detonate on their own.

Lightning Spell - Again, for those about to be overrun by howling beastlings, another way to halt their forward is to blind them with a bolt from the blue. Be warned that this only lasts for ten seconds, so summon a bolt and hack immediately.

Chaos Spell - A glowing skull heralds one of *Nightmare Creatures*' most amazing items. Cast this and any monster suddenly receives an unwelcome brain impulse and lumbers over to attack his nearest brethren. Just sit back and watch the 'argument' take bloody effect. This even works on two of the same creature, but take care not to waste these precious items by casting them when you're facing only one brutish adversary.

Fire Bomb - Useful for the pyrotechnic lover, this creates a wall of advancing flame that sets any critter ablaze. Use with extreme caution, although you shouldn't strike the burning victim.



TACKLE WINGED MUTATIONS WITH PANIC GLEE!!
CARVE DEEP GOUGES INTO DEVIANT AND QUIVERING FOES!!

down the eventually collapses in a gout of fire, shambling monsters set alight can set you ablaze with extreme ease.

Berserker - The most fun you can have with your weapon, an inhuman force grants you increased ardency and the ability to carve great chunks of gibbering flesh from your soon-to-be amputee. Find a well-populated area and dance the wild of a derivist!

Dynamite - Useful for blowing apart explosive barrels as well as advancing monsters. Watch out though; these beasts may lose an arm, but they'll still keep on coming!

Blast Gun - A huge arch of gunpowder and bullets tear apart monsters, striking down multiple foes. The happy's worst nightmare.

Hand Gun - A good way to take down the Thames' Monster, simply plant a bullet at the contact point and watch the eroding firework vital for blowing up barrels.

Orb - Ethenstral and yellow or orange and big, these grant much-needed life-force to the thalibet. Collect as many as you can in the first ten minutes... you'll use every single one!

Beating Heart - Procure as soon as you can; once these endow the player with an extra life.

Weapon Upgrades - Both Ignatius and Noddy are able to dish much more damage after into the game after finding the famed weapon upgrades cunningly scattered about the alleyways of London. The bigger the weapon, the more amputation and carnage caused!



Kalisto - Cal*lis*to [L. < Gr. Kallisto]

1. A nymph loved by Zeus and changed into a bear by Hera. 2. The fifth satellite of Jupiter. 3. A strange short-lived terrifying aberration [see: the Callisto effect]. 4. An insanely talented group of French programmers responsible for the seminal *Nightmare Creatures*.

Not only did Chief Hambleton visit jolly old London for a spot of ECTS watching, but he also trekked to Southwest France to interview some of the Kalisto team responsible for creating this masterpiece of gothic horror. In the next issue, Gamefan will present a company profile of Kalisto (along with information on the forthcoming *Fifth Element* game), bit first, Gamefan spoke at length with two of the team leaders on *Nightmare Creatures* in Kalisto's shiny new offices. What follows is a candid look behind the scenes at the making of this stunning trek into Nineteenth Century London... Let's go and meet Cyrille and Pascal, shall we?

GF: This is an interview with Cyrille Fontaine (Game Manager) and Pascal Barret (Lead Artist). Tell me first how long *Nightmare Creatures* has been in development.

PB: Two years.

GF: How many members of the team are there?

PB: About twelve people.

GF: Are you happy with the finished product?

CF: Yeah.

PB: Very happy.

GF: Is this the first big project you've had?

What other games have you worked on?

PB: For me, it's the first game I worked on. French comics before.

CF: This is my seventh game. But I've never done anything this big before.

GF: Where did you draw inspiration from?

PB: Inspiration comes from horror films. It's a big fan of the *Evil Dead* and Sam Raimi, and also Tim Burton.

GF: How did you set out to make this game sort of different from other games, like *Tomb Raider* for example?

CF: In the beginning, we wanted to make a game that would make American players feel some fear. That's what we wanted.

PB: Something that was creepy and gory. With a lot of monsters.

CF: In the beginning we didn't want it to be that gory.

PB: But we couldn't prevent it from being a bit bloody. It came by itself. You know, nobody stopped us, everybody wants more blood, more blood! But we don't make blood for the sake of blood.



The *Nightmare Creatures* team climbed the tallest building in London to pose menacingly for this photograph. (Top row, left to right): Patrick Vachez (Lead Designer), Cyrille Fontaine (Game Manager), Eric Ogeron (VC version Programmer), Anthony Desmazes (Lead Designer), Pascal Barret (Lead Artist), Michael Lubet (Lead Designer), Sebastian Morin (Lead Programmer), Chong Yang (Animator), Benoit Michon (Animator), Eric Thibault (Programmer), Thierry Halder (Lead Designer), Adam Guyon (Lead Programmer), Jean Philippe Savie (Additional Animation), (Bottom row, crouching, left to right): Michel Gault (Lead Designer and Textures), Olivier Bailly (Maitre PMI Post Production) and Philippe "Chico" Courdille (Additional Graphics).

GF: So you mean that the blood's only present when you're cutting heart zombies, and you're not going to be cutting the zombies apart for other who you die?

PF: Yeah. It's not like *Mortal Kombat*.

GF: How do you rate the other games that are perhaps in this genre, like *Tomb Raider*?

PB: I don't like it that much. To be honest, I'm not fond of this type of game, it's a little too like *Prince of Persia*. I prefer action games.

Tomb Raider is a very good discovery game, but it's too slow.

CF: But there's no doubt that it's a great product.

GF: How did you go about creating the atmosphere of *Nightmare Creatures*? What sort of references did you use?

PB: We used all kinds of references. We looked at everything—books—

GF: And you went to London to look at some of the actual locales. Did you look at actual streets?

PB: Yeah, and some buildings that we could use for the actual environments. But most of the buildings from the period we were dealing with

are no longer there.

GF: There's always Highgate Cemetery (a location in the game). Did you go there?

CF: Yeah!

PB: And we took a lot of pictures.

GF: And the actual maps in the game, they did exist in the Nineteenth Century? Are they actual maps or are they placed together?

PB: We wanted the game to be realistic, but the priority was to have good gameplay. So the way the streets cross themselves, the one way, and stuff like that are there to serve the gameplay, not to be realistic.

GF: How many polygons are the characters composed of?

PB: About 450, with the main characters, Nadia and Ignatius at about 600.

GF: How did you come up with the concept and the story?

CF: We first made the game and then thought up the story! [Laughs]. We have somebody on the team that was willing to write this stuff and he really wanted to make the story behind the game. But we wanted first to have a game! We

had a game design, you know, just a moving background and a character on it, but there was no gameplay. So we wanted to focus on the game and then find the story. And from the background that he created, we matched the final game.

GF: Is Adam Crowley an ancestor of the actual Neilster Crowley?

CF: Everyone can think what they want.

GF: It's like that you can see him at the end or levels during off to keep you on your toes. How did you come up with the idea of the adrenaline meter?

CF: The gameplay made us. We had to change the attitude of the player from "I'll avoid all the monsters to get to the end" to something like "I have to fight the monsters to get to the end."

GF: I wanted to talk about the music because it's stunning; some of the best I've personally heard on the PlayStation.

CF: Hallelujah! Somebody liked it! [laughter]
GF: How did the musician Hamilton notice the mysterious musician, a gentleman named Frederick Mitter, managed to evade the Hamilton camera go about making the music? How much input did you have? What sort of effect were you hoping for?

PB: We've known him for a long time, so we know he's talented, we know we can trust him. And um, we just wanted to make something that was like movie music. So we just asked to have some atmospheric music. So if a monster just pops like a scene, we can make him roar very loud, and the music won't detract from that.

GF: So the sound effects aren't lost in the background music?

PB: Yeah. And uh, so that you can hear things like the torch burning. And that is contrasted when you fight a boss, because there we have heavy metal. Because it is fun, the heavy metal.

CF: A lot of people on the team like it.

PB: People do their best when they do what they like.

GF: Was it easy to have the computers' bites and pieces come off? Like the arms and the legs. How easy was that to program?

PB: Oh I don't think that it was very hard for that. The programmer really wanted to do that, and it was not impossible. But they really wanted to make it, so they spent a night on it, and when we came back in the morning.

GF: The programmer was hacking limbs off?

PB: [laughs] Yeah. So we had to put the item in the game that let you chop everything up!

GF: Whose idea was it to use a combo system?

CF: That was kind of a complex thing. In the middle of the game, we had a problem; we could-

n't do what we wanted to do. We wanted to have very good gameplay, that was our main focus, and we didn't succeed. It was a failure. The game wasn't very fun to play and we were very disappointed. So we went through a whole set of ways to make the fighting intense. So we just played the games that we liked to play, um... Tekken and Toshinden, with very good combos, you know, those kind of games.

GF: And Soul Knight?

CF: It wasn't out at that time, but it's definitely one of the best fighting games.

GF: Are you a N64 fan?

CF: Oh, yes. I just received Time Crisis.

GF: Was there anything in the game that you had to leave out or something that you would have liked to have kept in the game that you couldn't? Either because of time or memory constraints?

PB: The main concern was not memory. Mostly it was time. We wanted more different monsters and more interaction with the background.

CF: More animation.

PB: Yeah, and more specific animation. And we only have a few doors opening in each level, and we would have liked to have every door opening and every window to be able to be broken. But our production time didn't allow it.

GF: So you're definitely working on Nightmare Creatures?

PB: Yeah.

CF: Yeah.

PB: It's not the same game. It's not Tomb Raider 2.

CF: We don't just redo some stuff and add some features, we'll make a brand new game. We started two years ago and the technical features of the game are better now. We want to make some very new stuff and I think we have some good ideas. We haven't designed anything at this point, but we know what kind of gameplay we want.

GF: What was it like working with Sony. How were they? Were they helpful?

PB: Yeah, a great help. They're very efficient about the debugging. We couldn't have done it on our own. They have a building where the testers are, and they spend all day debugging stuff and I just received a debugging report today, and they tried everything. They found about 800 things wrong!

GF: 800? So you're working on all of those.

CF: We've got 66 to go.

GF: What developers do you most admire at the moment, or what are your favorite games at the moment?

PB: My favorite games are Formula 1 and Crash



Under Hamilton interrogation: Cyrille Fontaine (Game Manager) and Pascal Barret (Lead Artist)

Bandicoot. I also really like Resident Evil. And I'm quite fond of Wipeout XL, because of the swaying feeling it creates.

GF: How do you rate the big three software companies—Sega, Sony, and Nintendo?

PB: Sony is really good. They could sell my mother! They can sell anything. And they make huge money with games that are really interesting. They can't make a crap console and crap games. They're really good. As for Sega, I was a Sega fan, and I'm still. I'm still hoping that they'll be able to do something.

GF: And Nintendo?

PB: Ah, Nintendo. I just wonder how those guys can make such a nasty mistake and still be alive (Pascal is talking about the CD format and various huge fees and production costs required). But their console is good; we just have no incentive to make a game for that system.

GF: It's very difficult to make money on the...

PB: On the N64, yes. Because we have to buy many Silicon Graphics workstations... well, until the PC board arrives!

CF: [laughing]

[laughter]

GF: You look like you guys need some rest. Thanks very much for speaking to me.

PB: Thank you.

CF: Thank you.

We'll be back next month, hopefully with a look at Kalisto's past and future, including an interview with the founder of the company, Nicolas Guime, and as much information on the Fifth Element (which uses an enhanced version of the Nightmare Creatures game engine) as we can possibly cram in. Until then...

Chief Hamilton would like to thank Nicolas Guime (CEO, Kalisto), Cyrille, Pascal, and everyone on the Nightmare Creatures team for their help and support.

Je vous remercie beaucoup et je vous envoie mes meilleurs vœux!



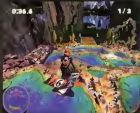
Now and Improved for '06, Jak: Mutt & packer is King never outgrows

It's funny, on the very day Nintendo showed up for a two day stint with the whimsically wonderful and forever fruitacious *DKR*, Sony, as if they somehow knew, dropped 2 versions of *Jet Moto 2* into our outstretched hands—one for our PS mag Station and one for GE. So as Nintendo fired up the good fun just first away, me and few of my cohorts dove head first into the devil's game, a racer so brutal at times that you'll wonder why you ever signed up in the first place: *Jet Moto 2*.

After a quick look at the teams and their specific traits, as it was in the original and is even more so now, it's time to find which pilot fits your particular style best. You have to live with your chosen mount through the wide open insanity as well as the tight stuff (and don't forget the super hairy stunt stuff) so finding a proper balance is essential. From there, 10 meaty stages await, each packed with horrific obstacles and tight grooves that will take more than a few laps to master. You can set the number of laps (up to 6) so whether you're a slow starter or a flash in the pan, you get a fighting chance

Jet Moto 2





*Girlie Girlie Girlie
JM2 is packed with curvy racers. A kiss before you die?*



against the fierce CPU opposition.

The original JM required sporadic grappling—in most cases for speed rather than survival. In JM2 grappling plays a major roll, especially around some of the more insane courses like the shaft, a dehumanizing underground pipe of death where one false move sends you plummeting into the blackness. If you ignore the energy poles you will surely leave the race... flying and screaming. If you're getting the feeling that JM2 is a hard game, well, let's just say you're going to spend a lot of time in the practice mode, even if you possess super skills. This dose of the Jet Moto is highly obstacle-based, so you must mix speed with memorization, timing, and strategy. Yeah, it's tough. Money well spent, this is.

With no segue whatsoever then, let's tackle the audio. The music is a blend of thick futuristic and rock-hard rock that fits the action all too well, and the sound effects, as they did in the first, thump mightily providing the audio kick that should accompany such a joyously torturous game.

After the dust settles, as I sit with Vespeneo (Jim game score) looking out over the shimmering evening glass I can only say that Jet Moto 2 is everything a good sequel should be, and more. In a world full of "me too" racers it, definitely stands out as the one to buy. **ES**



**R
REVIEW**



DEVELOPER - GUNZEYTRAC

PUBLISHER - SONY

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADVANCED

AVAILABLE - OCTOBER



E. STORM

Ain't nothin' cute about it. JM2 will eat you alive.

What do I think of when I hear the name *Psygnosis*? Beautiful graphics, a fantastic soundtrack, rockin' gameplay... and most importantly, eyesful of lens flare. And on the negative side, not too great longevity. So, keeping this list of standard *Psygnosis* operating procedures in mind, let's take a look at one of their latest, and possibly best, efforts: *Colony Wars*.

Colony Wars is cut from the same mold as the PC classic *Wing Commander* (which hasn't made much of an impact on the PS). It's a fully-3D space combat 'sim' with the emphasis on fast, pantaloons-solling (patent pending Chief Hambleton) action. There are thirty missions to battle through and depending on how you do in each mission, the story branches accordingly. So, you could conceivably lose a couple of missions in a row and the story would still continue, albeit not so well for the good guys (you would never let it come to that though, right?).

The story is typical good vs. evil fare, with the standard cliché-ridden 'galaxy's life hanging in the balance' plot, I'm afraid. And while this can be good in other games (e.g. *WC*) it doesn't add anything to *CW*; this is more than likely the weakest part of the game. Whereas in *WC* you play an active role in the unfolding storyline, in *CW* you have no real control beyond how well you do in each mission. This has the effect of disconnecting you from the story, and ultimately reduces the game to a more bare bones style shooter. Thankfully, in this department, *CW* excels like no other.

To say that the graphics in this game are good, would be an understatement on par with 'E. Storm kinds' likes platform games'—they are mind-meltingly hot! Super smooth 60 fps action, eye-bleedingly wicked lighting, lens flare from the gods, all wrapped up in some of the hottest CG intermission sequences on the PS. If there ever was an overall graphical showpiece for the PS, this is it. It takes the phrase 'tour-de-force' to a new level. *Psygnosis* has indeed mastered the PS hardware.

The music was crafted in the style of John Williams (of *Star Wars* and the *Indiana Jones* series fame) with a very nicely composed cinematic score that gets your blood pumping and keeps pace with the tempo of the mission—fast for intense dogfights,



"Super smooth 60 fps action, eye-bleedingly wicked lighting..."

70 full missions, 6 training missions, 6 endings and 6 different spacecraft to fly!



COLONY WARS

and more laid back for the escort-style portions. The sound effects also convey the intensity of the combat with terrific bass response and cool laser-sounding effects for a lot of the weapons. This game's aural assault is a perfect complement for the blazingly rich visuals. Psygnosis even hired a James Earl Jones sound-alike to handle the narration. And of course, it's all in Surround Sound (you do have a setup, right?).

This of course brings all you would-be star fighters to the \$64,000 question: Is it fun, and is it varied enough to play through all thirty missions? Well, there's no question as to whether this game is fun; heck, the graphics alone make it fun. Just make sure you only play it 5-10 missions at a time, that way you won't burn out on it too fast. The problem here is that all the missions, despite different objectives, have the same basic feel. While this isn't necessarily a bad thing, it does make the game somewhat repetitive in the long run.

If only Psygnosis had mimicked WC's story sequences, this game would have been the pinnacle of the genre on any platform—console or PC. As it stands, it's a ragingly intense arcade shooter and that's about it. Not that I'm one to look down on a hot shooter, it's just that this type of game



needs a little more meat to hold everything together. Still, despite these few flaws I'd still say that Colony Wars is worth the price of admission, if only just to see the game in motion. My eyes still ache from the spectacle of it all. **ECM**



"...a fully 3D space combat 'sim' with the emphasis on fast, pantaloonslinging (patent pending Chief Hambleton) action."



PS

R
REVIEW



DEVELOPER - PSYGNOSIS

PUBLISHER - PSYGNOSIS

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - WINTER



ECM
"Oh my God, it's
full of stars..."



ABUSE THE POWER.™



Rx GAMESHARK™
VIDEO GAME ENHANCER

For PlayStation and Sega Saturn
Now recommended for Nintendo 64

Take daily for enhanced
gameplay and immortality.
Continuous use may contribute
to the sudden appearance of
hidden objects, the reaching of
previously unobtainable levels,
and absolute domination of your
video games.


Unlimited refills.

WARNING: Exceeding recommended dosage may
cause serious orthodontic side effects.

INTERACT
A RECCOTON COMPANY

Obtain the latest codes from
www.gameshark.com
1-800-173-SHARK. (Call costs
\$1.29/minute. You must be 18
years of age or have parent's
permission to call.) Dangerous
Waters Newsletter! For more
info call 410-238-2424.
Gaming Maps • GameShark
available for PlayStation™ and
Sega Saturn™ now available
for Nintendo™ 64. ©1997
InterAct Accessories Inc. A
RECCOTON COMPANY. All
rights reserved.

GameShark user. Age 78.



Excellent, we have sequels galore in this issue! The one you're looking at, Crystal Dynamics' *Pandemonium 2*, might be one of the best platformers you'll play this year. With an insanely eclectic fusion of gameplay engines, stunning graphics, and hyper-original level design, *P2* is a real shocker. Honestly, I've played every version of this game over the course of its development, and it's amazing how well it finally came together (unlike certain other titles). Just brings a smile to my cyber-mug! Read on for the scoop...

The story this time around has Nikki and Fargus adventuring the land together. The luscious Nikki has amassed quite the ego ("I am ultra-violet, incarnate!"), while Fargus has gone completely, wholeheartedly loony, joining the pair is Fargus' smart-ass boomerang, Sid, a sentient loud mouth who wants nothing more than to mount his owner's head somewhere. They've been following a magical comet, The Comet of Infinite Possibilities, through the night skies for days. They also intend to be on hand, personally, when the comet touches down...for a little wish or two.

Pandemonium 2 is unique for two big reasons: a) It's a trip. Really, this sucker's long. The levels are just huge. And b) it's a trip. *P2* is psychedelic insanity from one end to the other! Addressing the first point, I'd have to say that this is one of the best-designed 2D platformers I've played on the PS. The 19 total levels sometimes have up to six completely unique sections; every one of 'em bursting at the seams with secrets, treasure, and mad platforming. And as for b), well, the levels, enemies, and graphics become more and more bizarre and colorful the deeper you get into the game. Just check out "Lick the Toad", *Pandemonium 2*'s quintessential trippy level, for killer psy-

chotropic platforming insanity. 'Course, there's better reasons to play *P2* than just length and great visuals. It's called gameplay. Or should I say massively improved over the original gameplay. Yes, with this sequel, Crystal Dynamics has practically re-invented 2-1/2D play-mechanics.

First up, there's the characters, Nikki and Fargus. The red bombshell hasn't changed much since the first game, but she sure feels better. She's a little faster, a whole lot more maneuverable in the air, and now her patented double-jump is twice as easy to release. Fargus, on the other hand, is a whole new man: He still has his standard cartwheel roll, although now it's faster and a little tighter, but

**Nikki
and
Fargus
are
back!**

PANDEMONIUM 2



It's when Sid comes into play that things get really interesting. After launching the little NYC cabbie-voiced freak, you can totally control his flight path through the air. So Nikki double-jumps to get hard to reach coins and items, and Fargus sends his staff in to do the collecting. They can also grab onto edges and lift themselves up; Nikki handstands up to her feet Cars-style, while Fargus digs-in with Sid and hops over the edge. And finally, our two heroes make good use of fire and lightning power-ups. With fire, Nikki can shoot fireballs at multiple angles (great for single hits on mad-dogs, fish-men, and the "doh" boys), and our resident psycho, Fargus, becomes engulfed in flames and runs around invincible and outta' control. Lightning uses an electrical wave to expand the bad guys 'til they "pop!" Yes...all this, and good control!

Let's go through some specific level play mechanics now. Some areas are based entirely on going back and forth, triggering switches that set into motion certain platforms, doors, etc. These areas, as well as all areas in Pandemonium 2, are supported by a hyper intelligent camera system. If you trip something, the camera will zoom in to show exactly what's happening. And oftentimes, when crossing rope hand over hand for example, the polygonal scenery will be swept into an awesome tilted camera view so you can see everything above or beneath you. The programmers also did a fantastic job directing the Mech stage, where you control a giant laser-blasting bot through side-scrolling and first-person environs. It must've been a hellish chore to get all the camera angles sorted in this frenzied scenario, yet they've done it amazingly well. It's also a cool section, by the way. Just like so many others, you're simply not getting half the stuff they throw at you...levels, bosses, gimmicks, you name it...and I dig that about this game!

A few quick details, before I'm done here. The bonus stage (beat a level with 80% treasure and you're in), called "Border Run", is cool, but tough. We're talking Battlefield-type speed and memorization, except that you've only three chances to beat it, doh! And I know I've said it before, but P2's layout, size, and speed just rock. Seriously, this engine is a piece of work. Nice spot effects too, great textures, and some gorgeous lighting. I like the music...or should I say I've grown to like it. Crystal Dynamics calls it Techno-licious Drum-testic Super-jungle Bass, or something to that effect, but I call it great stuff. Really good for mid-times, especially.

That's all folks! Buy Pandemonium 2 if you want a solid platformer with staying power (I'm going back for 100% treasure on every level). It's also very easy on the eyes, genuinely funny, fun, and ultra-playable. **G**

BORDER RUN



HATE TANK!

In one of the coolest levels in the game, "Hate Tank", you'll be piloting a tank through ultra-hostile enemy territory. The tank's control are genius. Enemies that appear directly in front of the tank are taken out with a straight shot. Enemies in the air? Easily dispatched by adjusting the turret up or down with the d-pad. Finally, enemies also appear in the foreground and background...requiring lightning-fast turret swivels left and right with the L and R buttons! Intense!



R
REVIEW

P
PlayStation

DEVELOPER: CRYSTAL DYNAMICS

OF PLAYERS: 1

PUBLISHED: NOVEMBER

DIFFICULTY: INTERMEDIATE

FORMAT: CD

AVAILABLE: NOVEMBER

GLITCH
Surprise!
One of the
best games
this month!





Last year about this time, Psygnosis shocked racing fans when they released Bizarre Creations' incredible Formula One, the most realistic Formula racer ever, and copies flew off the shelves into the PlayStation's Indy fans the world 'round. In the year since, it's become one of the top selling PS games (no mean feat considering the caliber of the competition). But you know what? Bizarre wasn't quite satisfied with their remarkable creation, and so this year we find ourselves with yet another Formula One title from them, Formula One: Championship Edition, seeking to not only update and improve, but also to give racers a new experience. And have they succeeded? Well, now...

There's so many new features it's impossible to list in this one page, so let's hit the big points: Graphically, this is a major leap from the first. As an example, the cars are now made up of around 1200 polygons, as opposed to last year's approximately 700. Draw-in is now handled by a dynamic system (which seems to lessen the draw-in on the track, while increasing it trackside), although

you can choose "locked" draw-in in the options. And to top off the visual feast, the whole game runs in high-res! (ECM's favorite feature, I might add, is the ability to turn off the lens flare! "Yeah, it's cool, but it's in every-

FORMULA 1

Championship Edition

PSYGNOSIS AND BIZARRE CREATIONS DO IT AGAIN!

thing now!") The resulting frame rate with all of this going on is good, if a bit jerky, at times.

Also greatly improved is the incredible AI. Remember how Formula One's opponents never made a mistake? Perfect drivers, all of them! Well, now they not only make errors now and then (brake timing, under-steering, etc.), but there's a random factor thrown into the mix to add to the realism. Keep in mind, though, now that they do make mistakes, they've been made slightly faster to compensate (or maybe it just seems that way). They'll be quick to take advantage of your mistakes, as well, and believe me, you'll make more than a few, getting used to the more advanced handling, especially with an analog controller. This game controls more realistically than ever, with a resulting increase in difficulty. Prepare for a long haul to beat this baby at professional levels... Arcade Mode is even more "arcade" than before, but the sight of a Formula car doing power-slides is, how should I say, unsettling... Good fun, though.

No more Val or Satriani in this one, but the cinematic/guitar rock tunes are a damned good substitute. Those that prefer Murray Walker to the tunes are in for a treat. You can now set his commentary to one of three varying levels, from just times and race order to the full-on commentary, with the able assistance of Martin Brundle ("You got that right, Murray!").

So how does all this add up? Well, it all boils down to this: If you're a die-hard realism freak, you'll love this. But if you put the "fun" factor at the top of your priorities list, you're better off with last year's Formula One. In my humble opinion, F1:CE finishes just behind F1, but not by much, and remains a phenomenal game. Now, if only I could beat Alesi in the rain... R



R
REVIEW



DEVELOPER - BIZARRE CREATIONS

PUBLISHER - PSYGNOSIS

FORMAT - CD

1 OF PLAYERS - 1-2 (SPLIT)

DIFFICULTY - INT.-ADVANCED

AVAILABLE - NOW



REBUS

If I could only beat Alesi in the rain...

HOW DID CROC FIND HIS COMPETITION?





THQ recently brought the hot anime license, *Ghost in the Shell*, to American shores. To further their rebirth of sorts, I anxiously waited to see what they might do next. The answer: *Vs.* by Polygon Magic.

T=HQ and Polygon Magic have co-created a fighting game based on teens from the LA area... well, LA's lost children maybe. Featuring a band of street gangs all decked out in baggy and/or sporty attire, fighters take to the playgrounds, beaches, and subway stations to show off their styl'd threads and martial arts expertise. Sure, they're a band of misfits and mutants, but hey, who wants to see a bunch of straight kids kick the crap out of each other. There's Vikram, the first human with a zipper stitched down the middle of his head (ah, yeah); Miso, the first mime (yes, you read that correctly) to make an appearance



in a fighting game; and last, but certainly not least, a pimp by the name of Slim Daddy (pounce for side-splitting, gut wrenching laughter). Although any one of these freaks would fit right in in Southern California, do I want them in my video games?

Ah, but from the moment the intro comes up, it's apparent that Polygon Magic has definite power in the graphics department.

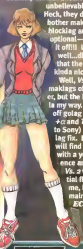
Featuring swift 60 fps fighting and detailed texture mapped characters, it's certainly impressive. The characters themselves look solid even if the designs are cheesy, with hot motion capture and blazing lighting effects. The stages range from a subway station (straight out of *VF3*) to Venice Beach (which all these characters probably call home). Most backgrounds feature some nice details, such as the construction sight with sparks raining down (a la *VF3*) and the playground with fighter craft landing and taking off overhead; very cool. The only downside to the graphics would be the lack of gouraud shading on most of the characters, giving them a very blocky, lego-like appearance. Strangely though, all the female characters' bare legs are gouraud shaded and look very smooth—hmm, then again, maybe it's not that strange. The music is pretty rockin' as well if you're into the whole alternative (complaint) rock deal.

The big question, though, is whether the gameplay can live up to the graphics and, well, it doesn't quite make it. It seems that they were aiming for a *VF*-style setup with a punch, kick, punch+kick and evade button. The evade button lets you dodge left and right, although it's nowhere near as useful as it is in *VF3*. You can use it to

escape from throws and the like, but that's about it. The big problem, however, is that the controls feel very chunky, and more often than not I could take opponents down simply by going into a spastic, salami-spraying seizure and mashin' the heck out of the buttons—not the best compliment to pay a fighting game (and all that spit isn't the most pleasant sight either). Oh, and last I forget, there is no actual jumping in this game—NONE at all. The only time you leave the ground is when you are in the midst of one of those button-bashing binges, and your character may jump a little for some extra hits.

Oh, and special mention goes to whenever came up with the idea of having auto-blocking as all the time! Yes, now you too can play a 2-player game and marvel as the game continues to block and counter, without another player! (I—unbelievable, but true. Heck, they didn't even bother making auto-blocking and counterlag optional—you can't turn it off!! Ugh, oh well...did I mention that the graphics are kinda nice?

Well, *Vs.* had all the makings of a good fighter, but the lily control got in my way. You're better off going back to *SFEX +2* and *Tobal 2* (Earth to Sony) for your fighting fix. I'm sure *Vs.* will find its market with a younger audience and hopefully *Vs. 2* will fix the tactical flaws that for me, keep it from mainstream status. **ECM**



R
REVIEW



DEVELOPER - POLYGON MAGIC
PUBLISHER - T=HQ
FORMAT - CD

1 & 2 PLAYERS - 1-2
DIFFICULTY - ADJUSTABLE
AVAILABLE - NOW



ECM
Move over, Fighting Menace, now there's something stranger.

DELICIOUS!

"Like Lara Croft, CROC has more moves than you can shake a stick at."
-PSM-PlayStation Magazine

"Move over Mario. . .and cruise by Crash. . .CROC rocks!"
-GAMEPRO

"CROC is looking to be one of the best 3D platform games for the year!"
-PSExtreme



www.foxinteractive.com



Windows®
95



CROC™

LEGEND OF THE GOBBOS

CROC © Argonaut Software Ltd. 1997. All rights reserved. CROC and CROC: Legend of the Gobbos are trademarks of Argonaut Software Ltd. 1997. © 1997 Twentieth Century Fox Film Corporation. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are trademarks of Sega Enterprises Ltd. Windows and the Windows 95 logo are the trademarks of Microsoft Corporation. All Rights Reserved.



UEP Systems is back, with the sequel to one of my five favorite games last year on the PlayStation. CoolBoarders 2 is on upgrade and then some. CB1 was one player; CB2 is two. The first had four courses, and a bonus course. CB2 has ten normal courses, three big air tracks, a big air "master" course, and a halfpipe; then just for good measure they throw in a board park, where 'boarders can practice to their heart's content. That's 16 different courses, in all. Whew!

Then there's the characters, increasing in number to



BIGGER, BADDER, AND NASTIER THAN EVER... COOLBOARDERS IS BACK



four, plus at least three hidden characters (CB1 had 2, and the hidden SnowMan). Manage to get a few trophies as you practice the main courses, and you'll be rewarded with extra boards (I've gotten three thus far, but I hope there's more!). Or, if you're not satisfied with their designs (which would surprise me, as they've got Burton's boards everywhere...), you can create your own design, or modify one of the pre-existing patterns.

Well, you say. Lots of goodies. Cool. But how does it play? Ahhh, I was hoping you'd ask that: At first play, it seems only slightly improved from CB1, but after a few



COOLBOARDERS 2

attempts at winning the championship (while seven other competitors do their damndest to pound you into the snow), you'll be sure you've come a long way from CB1. Then race a friend in one of the two-player modes, and CB2 really begins to shine.



Feelin' cocky? Then head on into the "big air master" mode, and see how long you can last performing all number of tricks, spins, grobs, cambas, etc. at the whim



of the computer! Not easy, but totally awesome!

So, though the graphics are pretty much the same (albeit more of them), and the soundtrack's gone way south (stronger stuff, not my thing) from the twang of last year's model, CB2 is nonetheless

so far superior game in every other respect. If you liked CoolBoarders, you'll love CoolBoarders 2. If you didn't, well, give it a shot, you might be surprised... R



DEVELOPER - UEP SYSTEMS
PUBLISHER - SONY
FORMAT - CD

OF PLAYERS - 1-2
DIFFICULTY - INTER/MOD
AVAILABLE - NOW



REUBUS
Seriously, it's all gone "Gray"

"All I wanted was a new battery!"

Internationally
renowned Bandicoot
hits
American soil!
Call a
Holiday!!

CRASH BANDICOOT 2 CORTX STRIKES BACK

It's hard to believe... Naughty Dog didn't even decide to do a sequel until after *Crash Bandicoot* was released, and here we are just a year later, playing a Beta version of *Crash 2: Cortex Strikes Back*. The engine has been re-written from scratch, somehow the visuals are even richer, the game is better balanced, packed with new features, and whether you're a hard-core platformer or new recruit, it's fiercely entertaining. In fact, I'd go as far as saying this truly is a Bandicoot

reborn. Naughty Dog has written to the world (Crash is as big in Japan as he is here, a feat of biblical proportions) that not only can lightning strike twice inside of 1 year, but the second shot can be even stronger than the first.

Like *Crash Bandicoot*, *Crash 2* begins with a spectacular real time intro as Cortex plummets from his last encounter with our famous Bandicoot.

A year later, after regaining his power and aligning with a new cohort, Dr. N. Gin, Cortex needs an Earth-bound alliance... and Crash is about to be deceived.

**R
REVIEW**



PlayStation

DEVELOPER - NAUGHTY DOG

PUBLISHER - SONY

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE +

AVAILABLE - NOW!



E. STORM
Perfection perfected!!

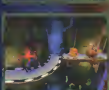
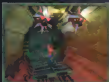
AND SO IT BEGINS...



THE VIDEO GAMES

Crash 2 ditched the island-hopping system and introduces Warp Rooms. From these god-like polygonal domes Crash communicates with Cortex and sister Coco via holographic imagery (stunning), stockpiles gems and crystals, and will enter five glowing portals from which he must emerge with at least a crystal. These are literally Crash's for the taking, no special maneuvering required. Once Cortex has all five, he'll allow (sure) Crash to proceed after warning him of the impending danger that awaits as he ascends. Here is where you'll meet

Crash 2's new band of bosses, an inspired bunch with an emphasis on keen maneuvering and, a little wit. Gameplay otherwise is literally a feast of evolving play mechanics, which include improved elements from the original along with a quiver of all new acrobatics which add immeasurably to this overall experience. The Jet Pack especially tickled my fancy as the fantastic medley (the music this time around-classic) chimed in and the analog wend melts into my thumb. A truly joyous ride, especially once you master flight.



Anyone seen a really big bear?



A wee blow on the didgeridool!

CRASH COURSE #1



Belly flop to break heavy duty crates or, mow thru an entire stack!!



TINY!
IF HE CATCHES
YOU YOU'RE
THROUGH!!



CRASH COURSE #2



At the end of Bear Down, double back, find your way back and... safe to... Totally Bear... Lotsa luck!!





As far as difficulty goes, here too ND has answered the call. As *Crash B.* was just insanely hard at certain times throughout, *C2* is easier to beat yet more difficult to master. It's packed with hidden surprises (which we'll not divulge until the proper time) that are guaranteed to drive even the most apt platformers (like myself) absolutely bonkers.

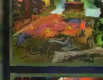
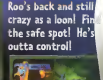
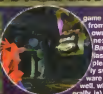
What's even better is that you can save literally anytime, you will not ever be beaten down in the bonus rounds (which are now as much about training as they are crate collecting) and should you die mid-level, previously crushed crates remain crushed. You see, they've thought of everything!

Did I mention that this is the single most spectacular looking game in the known universe?

Folks, savor this Bandicoot romp, because while it may seem we're on the brink of a legendary series, know this: ND's 3 game contract with Universal is a game from being up, and uh, Universal owns the rights to *Crash*. So if ND's next game isn't based on a Bandicoot, well... this may be the last time ND and *Crash* have the pleasure (sniff-sniff). Sony will likely swoop up these superstars of software in a RARE kind of way and then, well, who knows? Bottom line (and it literally is) *C2* is everything I expected and more. It's truly something special. Here's to a million sold. **ES**

CRASH COURSE #3

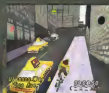
A dead end? I think not! Jump on thru and you're on your way to a shiny green gem!



Roo's back and still as crazy as a loon! Find the safe spot! He's outta control!

KOMODO MOE & KOMODO JOE!
DIRTY DOUBLE-TEAMERS!
TAKE 'EM DOWN!





R
REVIEW

PlayStation

DEVELOPER - NEW LEVEL

PUBLISHER - GT INTERACTIVE

FORMAT - CD

1 OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - OCT



DAS UBER BIKE

DAS UBER & STORM
GT's pedalin' an employment opportunity. Let's go ridin'!

Courier CRISIS





Naver before has the big city demographic been so successfully pinpointed by a video game. It's rude, it's crude, and it pays minimum wage... if you live to collect. It's *Courier Crisis* from New Level Software and GT Interactive. New Level previously brought us *Road Rash* for the Sega CD, in case you're wondering (like it matters).

Conceptually, a game that has you picking up and delivering documents in and around good, bad, and toxic (and everything in between) cityscapes probably sounds a bit narrowly focused. I thought the emphasis would be on riding skills and tricks for the most part and expected little else. On the contrary, whomever's brain-child *Courier Crisis* is, obviously had a detailed scenario playing in his head because the gameplay actually runs pretty deep. Besides skillful riding and aerial stunts New Level has factored in many other variables. At first, in a training kind of way, on a cheap bike (well, cheap for a GT), you'll easily spot your 1st pick up (big yellow arrow and guy screaming "Over here!") and delivery (big green money sign with guy screaming "C'mon already!") and it will be relatively easy to get the job done. Traffic is light, it's a sunny day and you feel optimistic about the world we live in. As the

game and your career progress however, not only are customers farther apart but in between is a host of other hazards like all sorts of shady characters, rabid dogs, twisting narrow streets, reckless drivers that never signal, dead ends and just about anything else that needs cleaning up in a big city. Aside from that, the clock is ticking. By level 5 you're broken, bruised and thinking maybe we should just nuke the whole damn thing. To make things ever more joyous while you play, really loud and crapy no-name grunge bangs in the background (it's over, people, life's actually gonna go on) that luckily you can silence in the menu option. Sound like fun? Well, it really is, especially after you get a full suspension bike (you can buy 'em with all that cash your makin') and the levels become excursions in trickery and fast swooping gameplay.

Graphically the game has a full blown case of 1st-generis, with less-than-desirable textures, and a chugga-lugga frame rate but in the wake of how much live action they've got going on (these cities are alive!) it really doesn't seem to matter all that much. Believe it or not, some games that don't look all that great are actually OK. It's alright to like them... really. Not every game can be a technical wonderland. Sometimes a good concept and some clever programming is all it takes to have a good time. Such is the case with *Courier Crisis*. So strap on your helmet, grab some mace and have at it! If nothing else, at least you'll have a job! E

PICK IT UP... AND DELIVER IT...

THAT'S ALL YOU GOTTA DO...

... IF TRAFFIC ALLOWS...

... AND YOU DON'T GET DISTRACTED...

... OR A CASE OF RABIES!

"BOYOM LINE? YER GONNA SCAB YER ASS ON THE GRITTY 'CRETE AND LOVE EVERY SECOND OF IT!"



RUB IT IN A LITTLE!

PEE WEE'S WET DREAM?

DO NOT PERFORM AERIAL STUNTS ON OR AROUND SQUAD CARS... PUNK!

SO YOU BIT IT. AT LEAST YOU GET THIS COOL CUT SCENE TO EASE THE PAIN!



There's only
one thing
more torturous
than playing
Deathtrap Dungeon.



IAN LIVINGSTONE'S

DEATHTRAP Dungeon

"Beat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu knife gone bad. Or simply cast a spell on



Not playing it.

www.deathtrapdungeon.com

Deathtrap Dungeon and Eidos Interactive are trademarks of Eidos Interactive. ©1999 Eidos. Eidos is a registered trademark of SquareSoft. Eidos is a registered trademark of SquareSoft.

the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.



EIDOS

INTERACTIVE

You've been warned.

The *Mortal Kombat* series has never been one of my particular favorites, although I did like *MK2* a lot (it DID have some really hot gameplay—Nightmare!). Now Midway has taken their first stab (ouch!) at something more my speed: a platform-based *Mortal Kombat* adventure, titled *MK Mythologies: Sub Zero*. Taking the infamous palette-swapped ninja to new realms, they've made the decision to meld traditional *MK*-style fighting with platform action and *Flashback*-style puzzle/adventure elements. Quite unsure as to how Midway would handle this strange concoction (and me being a certified platform freak), I donned my battle gear and waded into the bloody waters rather cautiously...

In the graphics dept, it's 2.5D action with digitized sprites and polygonal backgrounds all the way. The screen scales in and out to frame the action appropriately, providing a cinematic look and feel (where have you seen this before?) while the digitized sprites and poly bits, for the most part, work well together. In some places, though, it doesn't come off as well as I would have liked (when running, for instance). Most of the in-game graphics are nice with some cool water and weather effects, and the visuals get progressively better the further in you go (think *Sub Zero* meets *Abe's Oddysee*). Some bosses, in particular, are very intense: the earth boss, for instance, pounds on you in a body-shattering rage, and the fire boss enjoys roasting your sorry marrow with some fantastic flame attacks. It all looks pretty ok...even when you're gettin' torn limb from limb.

The story is cool, filling in some of the gaps from previous *MK*'s and creating new questions. The acting in the FMV sequences is a bit weak, but it's still quite cool in a B-movie kind of way. Based on the strength of the intense background music, I honestly think the *MK* series belongs in movies and movies more than it does in games—I can't wait for *MK2: Apocalypse*!

However, things start to go awry in the gameplay department: perhaps *Sub Zero* performed a "Labotomy" ("Excellent") on some of the staff, but the platforming and fighting mixture isn't exactly a match made in heaven. First of all, the jumping is very difficult to

to grips with. You can thank the wacky use of standard *MK* controls (press up to jump) in a platform setup with only a slight tweak. This tends to make most jumps a hair-pulling experience; I never felt like I had complete control over *Sub Zero* due to the awkward nature of "joydop jumping™". And as if jumping wasn't pain enough, there's also a button for changing your favorite ninja's direction. That's right, he will not face the opposite direction without hitting a button. While this is understandable in combat (yes, that's combat with a "c") due to the fact that you occasionally face multiple opponents, it's a real kicker when you consistently fall to your doom in the platform areas—you'll be seeing the "falling to your death" cinema quite often, I'm afraid.

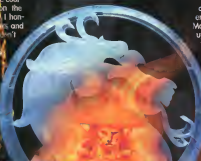
The rest of the game consists of standard *MK*-style fighting which I'm not all that thrilled about, but some *MK* treats may like. And of course *SZ* has his arsenal of moves from the past, including the standard ice blast and ground freeze maneuvers which must now be earned (one at a time) by gaining experience points during battles—"Hm, RPGs are hot now, let's throw in an experience point system... Yeah, that's cool!"—uh, not the best way to go guys. Uh, and I mustn't forget those love 'em or hate 'em chain combos...

Let's just say this game isn't everything that it could have been, or it probably isn't truckload, or its name alone, but with some serious tuning it could have been a genuinely hot game. Perhaps the N64 rev will address some of these problems, but I'm not holding my breath. As it stands, it doesn't seem to have enough fighting for any but the most die-hard *MK* fan, and lacks solid enough control for platform junkies. Maybe when *MK Mythologies 2* shows up (and it will—Lui Kang, anyone?) they can fix these glaring flaws. Until then, you may want to take a look at the N64 version before dropping the bucks on this one, or wait for *Crash 2*: it'll definitely satisfy those platform cravings I need a fit man...just one...shiver!).

ECM

MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO



DEVELOPER - MIDWAY

OF PLAYERS - 1

PUBLISHER - MIDWAY

DIFFICULTY - INTERMEDIATE

FORMAT - CD

AVAILABLE - NOW



ECM
Flawless
Victory? Um,
not quite...

NOW, WAYNE GRETZKY CAN FACE
WHAT OVER 600 NHL® PLAYERS FEAR MOST.

HIMSELF.

The NHL & NHLPA Present
**GRETZKY'S '98
3D HOCKEY**
AS ONLY HE GETS WITHOUT LEAVING IT.

He holds more career records than any player in NHL history. And we took his speed, moves and cunning and put them right into Gretzky's '98 3D Hockey. It's not just a game. It's an NHL war zone, with active trading, player stat cards and a new, advanced simulation mode that even the real Gretzky could have a hard time beating. 'Wanna piece of it? Get in line. It's hittin' the ice in November.



THE NHL & NHLPA PRESENT WAYNE GRETZKY'S '98 3D HOCKEY. All rights reserved. THE NHL & NHLPA PRESENT WAYNE GRETZKY'S '98 3D HOCKEY. It is a trademark of Wayne Gretzky and the National Hockey League Players' Association, including the word NHL, NHL, is a registered trademark of the National Hockey League. All NHL logos and marks and team logos and marks appear herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL. Logos and marks of the NHL and the respective teams are the property of the NHL and the respective teams. Officially licensed by the National Hockey League Players' Association. NHLPA and NHLPA logo are trademarks of the NHLPA and are used under license by Sony Computer Entertainment Inc. Officially licensed product of the National Hockey League Players' Association. Nintendo 64 and the 64-bit logo are trademarks of Nintendo of America Inc. © 1997 Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. MIDWAY is a registered trademark of Midway Games Inc. Used by permission. Distributed by Midway Home Entertainment Inc.



MOTO RACER

HIT THE DIRT... ...AND THE ASPHALT!!!

From the French outfit that brought you *Out of This World*, *Flashback*, *Shogun* (brrrrr) and *Fade to Black*, comes their latest adrenaline-inducing title: *Moto Racer*, a graphically intense motorcycle racer with speed to burn. Featuring two distinct styles of cycle racing—dirt and street—across a wide array of tracks, *Moto Racer* is comparable to *VMX Racing* and *Monix TT* (home version), essentially giving you two different games in one. Before I begin, I feel I should make one point quite clear: This is arcade-style racing—no frills, balls-to-the-wall speed. No tuning, no tweaking, and no buying better bikes. We clear? Good.

Upon starting *MR*, you can select from a preset number of bikes (street and dirt) which have varying abilities. I recommend good grip and to heck with the brakes—real gamers don't use brakes (or so I'm told). There are also four different racing perspectives which are pretty much useless, other than the default and first person views.

The street bike sections rock with white-knuckle speed, and super-responsive control. Blazing along at 30 fps, the engine power! This puppy has enough speed left over to set up a donor program for speed-impaired games—it's rippling fast. Textures on the tracks are clean and sharp and the draw-in is kept to a minimum (once in a while, though, you'll see some continent building). The rider also moves fluidly, leaning into turns and such, showing great attention to detail. The control is tight, if a little twitchy, requiring the memorization of the track to win. There are some nice crashes, and a full grid of competitors



seems that Delphine can work wonders in any genre (other than fighting—ack, *Shogun* flashback) they put their hands on.

Bonuses like mini-bikes (super fast lil' devils) and mirrored tracks await the speed junkies that enjoy becoming one with the asphalt (and on hard mode, you will). They seem to have gotten it all together in their first ever racing game. I'm duly impressed and all of you that crave blazing speed (*Rogue Racer* addicts especially) will be in total euphoria. Now, about that 20 sequel to *Fade to Black*... ECM

out for blood in hard mode—bring the Band-Aids. One minor gripe would have to be the use of 'wheelsies' as a means of providing a turbo boost. At any point you can pull one of these and actually go faster than your top speed—cool, but weird (same for the dirt bike courses). The tracks range from a countryside vista (complete with windmills) to an urban track with towering skyscrapers and multiple tunnels, a *La Ridge Racer*.

Which brings us to the dirt bike sequences. After the mixed reception that *VMX* received it's nice to see another pseudo-motocross game this quickly. The dirt bike sections in *Moto Racer* feature two varieties of motocross track and a clutch of tracks that

you could refer to as "fantasy" tracks (Lost Ruins, Great Wall of China, etc.). The action is fast and furious with lots of collisions and insane jumps—extra padding on the seat may be a good idea for this one. Riders pulling tricks and sliding through turns add a nice touch. Again the engine is a marvel to watch, with the same 30 FPS action and less draw-in than the street bike courses. It



DEVELOPER - DELPHINE	# OF PLAYERS - 1-2
PUBLISHER - ELECTRONIC ARTS	DIFFICULTY - INTERMEDIATE
FORMAT - CD	AVAILABLE - NOVEMBER



ECM
Is that Conrad
or one of
those bikes?

Evil Never Sleeps. And Now Neither Will You.

Ogre Battle

Limited Edition

Available Exclusively
For The PlayStation™
Game Console



Han enhanced version of the popular 16 bit title - now impossible to find! Ogre Battle: The March of the Black Queen features improved graphics, additional musical scores, and we have even redone the spells to look even better than the original version!

Command your army through the Zenobian Empire and reclaim the continent! Along the way, recruit additional characters to join your quest. Once in control, will you hand over power to the rightful ruler or keep the continent for yourself?

Only you can decide!

A proven hit! The name says it all!



UNIQUE FEATURES

- COMMAND 75 DIFFERENT TYPES OF CHARACTERS!
- 13 POSSIBLE ENDINGS ENHANCE REPLAY VALUE.
- NON-LINEAR GAMEPLAY.
- HAVE THE OPPORTUNITY TO BE EITHER GOOD, NEUTRAL OR EVIL!
- THIS LIMITED EDITION TAKES OGRE BATTLE TO A WHOLE NEW LEVEL OF 32 BIT GAMEPLAY!

"One of the All-time great Strategy/RPG's"
(PSExtreme)

"...Ogre Battle has Solid Seller emblazoned on it."
(Video Game Advisor—April, 1997)

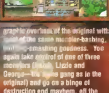
ATLUS



Come visit us on the world wide web at www.atlus.com

© Atlus Corp., 1997. Ogre Battle™ Episode 3 March of the Black Queen is a trademark of Atlus in 1997. Published by Atlus Corp., Ltd. 1000 PlayStation and PS PlayStation logo are trademarks of Sony Computer Entertainment, Inc. The ratings logo is a trademark of the Interactive Digital Software Association. Call 1-800-771-7170 for details. Rating icon: ESRB.

EAT!! DESTROY!! BELCH!!



Way back in the glory days of arcades (and the '80s, in my opinion), there were actually more than just fighting, driving and big deluxe-style multi-thousand dollar arcade games that cost less than a buck to play—these days I need to take out a loan if I want to play one of Sega

or Namco's newer arcade titles more than once. Most of these classics featured original ideas and gameplay that compelled you to repeatedly insert several shiny items known as quarters (those days we have those new-fangled debit cards...goes) which they devoured faster than Kid Fun mowing through an anchovy pizza. Which brings us to the current revival of classic arcade games on home consoles—*Rampage 2009* did it first (and best)—now here's *Rampage World Tour*, an upgrade of the classic quarter-muncher.

Rampage (for those of you born too late to experience it) featured three monsters in wolfman, a Godzilla-like lizard, and a King Kong-like ape roaming to various US cities and sampling the local cuisine, demolishing buildings and various artillery from the US armed forces. It was addicting and I actually made it 90 days (days are levels) into it before some mid-high-school youth kicked the machine for eating his money, thereby ending my game...but I just say I sent his family a nice wreath of flowers. Anyway, *Rampage 2009* is a complete

graphic overhaul of the original with loads of the same mauling-bashing, swilling-smashing goodness. You again take control of one of three monsters (Ghizlo, Lizzie and George)—the same gang as in the original) and go on a binge of destruction and mayhem, all the while eating everything in sight.

Each of the main monsters is rendered as a clay figure and looks quite nice. This does tend to jar, as the rest of the game's graphics are rendered in traditional game optics. Everything is animated smooth as silk, though.

The gameplay is simple and effective—you'll be smashing' and trashing' in no time. There's a jump, punch, and kick button; fairly basic stuff. The goal is to destroy everything in sight: people, cars, tanks, mechs (!), and of course big buildings. There's a fantastic variety of snacks to devour, just make sure you only eat the edible stuff (this means no toilets, poison, etc.) Elvis, little green men and one couple from *American Gothic* even make an appearance—shortly before being devoured...yummy.

I love this game. *Rampage* has enjoyed the original *Rampage* should be at the store now, and if you crave some 'nostalgia' should be at the store now, *Rampage* is the one didn't last in the arcades—I wouldn't allow itself to be abused with one of those debit things—so now's your chance to snap it up. Grab some friends and have a ball...just don't forget the Pepsi-cargr. **ECM**



RAMPAGE

WORLD TOUR

R
REVIEW

PlayStation

DEVELOPER - GAME REFUGE

OF PLAYERS - 1-2

PUBLISHER - MIDWAY

DIFFICULTY - EASY

FORMAT - CD

AVAILABLE - NOVEMBER



ECM
It may be time for some of the pink stuff...



www.ebworld.com

- CHAT EVENTS
- CONTESTS
- REVIEWS
- DEMOS
- RELEASE DATES
- ONLINE SHOPPING



GRAND TOUR RACING



Those with a taste for the driving pleasures, prepare for *Grand Tour Racing '98*, coming your way from European developers Eutechnyx courtesy of Activision. Featuring a *Car and Driver* license which allowed the editors of that publication to provide input on handling and car physics, *GTR '98* attempts and succeeds in the daunting task of mixing several different classes of racing machine into one, coherent driving game—with excellent graphics to boot.

Perhaps most impressive in *Grand Tour '98* is the track design. Not only are the courses incredibly long, but also incredibly varied. There are six tracks to choose from: Scotland, Switzerland, Easter Island, Moscow, Egypt, and Hong Kong. Now,

the initial track offering. This then opens up layout number two and so on till you reach the sixth alteration of each course.

Thankfully, the potentially tricky implementation of multiple car style racing is handled quite well here. Rally, Sports, Buggy, Dakar, and Indy type cars are all very well represented, each with appropriate and unique handling characteristics. With eight teams and five classes, that equals forty individual vehicles! And control for each is good, even if it takes a while to get used to *GTR*'s control set-up. With a digital pad, the top L and R buttons function as a quick turn, literally flinging your car left or right. It's a bit tricky at first, though useful when mastered. The more elegant solution is to play with Sony's analog pad or Namco's NegCon. On the sound effects front, *GTR '98* excels with great car sounds (the buggies are notable for their realistic two-stroke cacophony) and tons of ambient, atmosphere-enhancing environmental effects like animals sounding off and interesting crowd noises.

Like any self respecting modern game, *GTR '98* delivers the graphical goods. Most notable is an almost complete



each one of these courses features six variations on its basic layout, giving you a whopping total of 36 courses that are unique in some way or another, whether it's the class of car you're racing to the time of day or weather conditions. In the normal one-player game, each successive track variation is opened up once you place first in

front of you. And this accomplishment does not come at the expense of trackside detail and complexity, nor is it facilitated by copious turns and dips in the track to pull the horizon in. No, no, this is simply an ace engine, replete with wonderful scenery and substantial visual variety throughout the courses.

GTR '98 is also notable for its impressive two-player split screen. The game remains highly playable and there is little sacrifice in frame rate or detail. Eutechnyx was even considerate enough to include a four-player link-up mode for those of the dual TV persuasion. You'll also find the usual time trial and season play modes for added replayability.

Eutechnyx has created an impressive and expansive racing game with huge variety and solid graphics. While it may not have the simple elegance and frame rate of something like *Rage Racer* (nor its soundtrack, sadly) it excels in its own, multitudinous ways. You'll be delighted by the mo pop-up graphics and the sheer size of the game will have you coming back for more. Racing fans should appreciate all that *GTR '98* has to offer. SD

lack of draw-in.

The track can and will stretch way out in front of you. And this accomplishment does not come at the

R
REVIEW



DEVELOPER - EUTECHNYX

PUBLISHER - ACTIVISION

FORMAT - CD

OF PLAYERS - 1-4

DIFFICULTY - INTERMEDIATE

AVAILABLE NOW



SUBSTANCE D
There's a head to do in Eutechnyx's solid drive.

MDK

SQUEEZED ONTO CONSOLE FOR YOUR GAMING SATISFACTION... NOW THE FUTURE OF MANKIND DEPENDS ON YOU.

From a sterile place where games are played on keyboards like some mad torture, comes MDK PlayStation. Neversoft has done the improbable, and now, after the final check provided by creator David Perry, MDK PS is ready for your approval!

We've been following MDK since the console spark was ignited. We've done a cover (Vol. 5 Issue 1), been behind the scenes, detailed the story and have previewed several discs. So now, in this final review, I'm here to provide the final word on how this Breakthrough PC game plays on the format it was bred for.



R
REVIEW



PlayStation

DEVELOPER - NEVERSOFT

PUBLISHER - PLAYMATES

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - OCTOBER



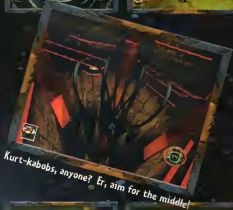
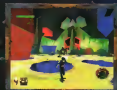
E STORM

Kurt? Kurt, can you hear me!?? They're heading for Agoura and, and, OH SHHHH...

OK, here's the scoop de jour. Everything you see, even the most littered of arenas, moves at a smooth 30fps, and it hardly ever bugs. Aside from that, the animation is first rate; the music and sound effects dazzling, and the control intuitive. Having never played this game prior to its PS arrival, all I can say is Holy Cow! MDK really is in a class by itself. Part corridor shooter, part adventure, part platformer and all good 'n tasty, the elements of alien domination, humor, and peril mount an assault on your psyche unlike any I've witnessed before. Complex puzzles make way to hideous shootouts and the next thing you know cows are falling from the sky.

Simply brilliant game design (if not a bit diabolical) is at hand. God, I miss *Shiny* games. Why can't they make more!?

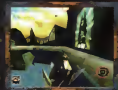
If you think you're sniping in *GoldenEye*... think again. Kurt spikes his gun on his head and becomes a human homing device! These moments of glory play a key role in the outcome, sure, but they also provide moments of sheer adulation and humor. Snipin' a duck's head from 500 yards feels... I dunno', frickin' awesome. It's long, it's involved, and you'll play it a bunch of times. MDK demands a purchase. Less of course you're some kinda' alien lover. **E**

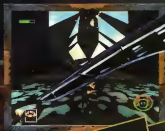
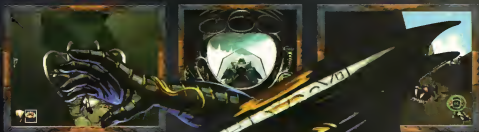


Kurt-kabobs, anyone? Er, aim for the middle!



SENTRIES ARE TOUGH AS NAILS AND HAVE DEADLY AIM, SO SNIPE 'EM IF YOU CAN.





In the above sequence Kurt happens upon a room so packed with Sentries that no matter how cunning, he'll never get through alive. Mosey over to the left, however, and an unknowing Alert Drone is easily possessed. Once he's snuck past the unsuspecting (OK, stupid) Sentries (by pressing buttons he even drones "alert-alert") he finds "The World's Most Interesting Bomb" which, as the name implies, they become so enthralled by, once Kurt sets it off, they just stand there and look at it until it blows them all into Sentry McNuggets. Such is much of the gameplay in MDK.



NEED FOR SPEED VRALLY



**R
REVIEW**



DEVELOPER: INFOGRAMES

PUBLISHED: EA

FORMAT: CD

1 OR PLAYERS: 1-2

DIFFICULTY: HARD

AVAILABLE: NOW



ECM

I think the UK may be a little too rally-mad...

After enjoying months as a top-selling PS title (indeed, a record-shattering run) in the UK, *V-Rally* comes to the US courtesy of EA. This game went over huge with rally-mad Europeans and now it comes to us with a shiny new *Need for Speed* logo plastered on it, in the hopes of boosting sales to casual gamers that seemed to actually enjoy prior PS *NFS* games (benignly, they are now housed in state mental hospitals, where they can't infect others). Seeing as how Chief Hambietoo was too busy cleaning his latr (neisty place) for this review, it seems the task has fallen to me to pen the review for the second french-designed racer this month (*Moto Racer* being the other, also from EA). Would I even be worthy to back in the light of such wonder? Or would it be another example of those crazy Old Worlders going berserk for something less than impressive gamplay-wise?

It appears Infogrames has done its homework when it comes down to the las

If you love rally games, don't hesitate on this one.

and outs of rally racing. There's a bevy of cars to choose from, each featuring its own unique attributes and numerous items which you can modify to suit your tastes. Gear box, understeer/oversteer, and suspension may all be adjusted or settling the car up properly for the type of track you are racing on is integral to doing well in this game—it can get quite ugly otherwise. The tracks themselves take place in various countries—New Zealand, Indonesia, and jolly ol' England herself—and feature driving during all times of day and night.

So you've picked out your car and are ready to hit the dirt—what can you expect graphically? Well, again it appears that Infogrames did a good job here, as the environments are (mostly) rendered here feature a wide array of locales in which to churn some mud. Expensive locations with some nice weather effects make this game look good, but not great as I had expected; especially when all the commotion surrounding this game. Special note must go to the night driving sequences, though, which feature hot lighting with real-time headlights—very impressive. The frame rate and draw in are damn well, with little pop-up and constant yaFPS speed. But the graphics (overall) are not as good as those in *GTR*, which is a shame figuring the amount of excitement Europeans had over the visuals. The graphics just aren't the revelation many expect.

Gameplay anyone? After all, that's the most important issue among hard core gamers, right? Well, for the most part gameplay is excellent. Pick and tune a car and hit the track with three other drivers vying for victory. Steering is responsive, and negotiating the various tracks is a joy. However, there is one little sticking point with the control—the physics are, how shall I say, wrong. I'm not a rally racing expert, but I'm reasonably sure that rally cars tend to play by Mr. Newton's laws. What I mean is that the instance you touch any part of the roadside, the car takes an abrupt departure from reality and launches into the air, spinning and over and, dancing like a monkey on crack. It's frustrating as an ordinary layman equivalent to getting the wrong thing at the drive thru and not noticing till you're home ("Where the hell are my fries?"). Basically you can go through the first two laps of any race, make one mistake on the third lap, and find yourself in third or fourth place (grrr...). If you can keep from touching the sides of the track this game is great, it just takes massive amounts of patience, practice, and a resilient controller (you'll be chucking that sucker at speeds you never thought possible till ya get it down).

Well, I think you got the idea. If you love rally games, don't hesitate on this one. If however you're looking for another hot racer to tide you over till Gian Tursano (he's not worthy) shows up, it might be best to resist this one first. As it stands, it seems that our European friends are as much a victim of hype as all those good people that bought the prior *Need for Speed* titles, maybe they'll commit them too... ECM



REINFORCEMENTS HAVE ARRIVED

COMMAND & CONQUER
RED ALERT
FOR THE
PLAYSTATION™
GAME CONSOLE.



- Over two dozen Allied and Soviet missions on two action-packed CDs.
- Fight over land, sea and air with MiGs, spies, destroyers, submarines and more!
- Take the ultimate challenge by fighting up to 3 AI opponents in SKIRMISH mode.
- Battle maps are up to 2 times larger than those in Command & Conquer.
- Three game difficulty settings.
- Dozens of close-ups and action movies.
- Specially-designed interface with completely reworked graphics for your PlayStation™ Game Console.



LOCK 'N LOAD

Westwood

www.westwood.com



COMING SOON TO RETAILERS EVERYWHERE OR CALL 1-800-874-4607



With the most accurate gun available for the PlayStation® console, Time Crisis is a can't-miss proposition.



Hey kids. Get one free in specially marked boxes of Time Crisis:



TM& © 1999-2000 Namco Ltd. All Rights Reserved. Reproduction without permission is prohibited. Time Crisis is a trademark of the Japanese Patent & Trademark Office. Price of Time Crisis gun estimated to cost more money. An antique or collectible value may exist.

namco

TIME CRISIS



Presenting a shooting game so intense it comes with its own weapon. Time Crisis includes the formidable firearm



pictured here, the original award-winning arcade shooting

game, plus a whole new shoot-fast specifically created for the

PlayStation™ console. Full 3D

polygon environments surround you

with full 3D polygon enemies.

Multiple modes include Story,

Arcade and Time Attack, plus

multiple endings. Blast away and

duck for cover as you exterminate the

criminal element in a variety of hidden

zones. It's fast. It's frenzied. It's shoot first

and do the chunk outline later.

**THE MOST
ACCURATE
GUN ON THE
PLAYSTATION
CONSOLE!!!!!!!**



namco



www.namco.com



© 1995 NAMCO LTD. All Rights Reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The image icon is a trademark of the International Software Association. Photo Art by Time Crisis gun obtained by Time Crisis from the original or other images used.



Coming soon from Electronic Arts, **Auto Destruct** attempts to put a new spin on the well worn combat/driving genre. Reminding a curious yet effective mixture of titles like *Felony 11-79* (*Runabout*), *Twisted Metal*, and the driving bits from *Die Hard* Trilogy, *Auto Destruct* throws you into a road-racing blast-fest with a twist—the action doesn't take place on any track, it happens in a fully realized 3D city.

Set in the "near future," you play the part of a champion race car driver who witnesses the brutal murder of his beloved wife and daughter by a fanatical cult known only as the Disciples of Lazarus. Now, after being recruited by a mysterious government organization, you are given a chance to avenge your family's death by using your driving skills to thwart any and all plans the devious Disciples of Lazarus may have.

AUTO DESTRUCT

In its current 60% status, *Auto Destruct* is already displaying formidable graphical skills, with its vast 3D environments, *Die Hard* Trilogy-style bombastic explosions, and impressive speed. You can view the action from a wide number of different angles, ranging from the infamous "hood" cam to a *Run* Hour-style topdown eky cam that really demonstrates the flexibility of the engine.

Like *Runabout*, you have a huge "go anywhere" city environment to explore (replete with plenty of short-cuts), though you must fulfill your specified mission orders to proceed. Objectives include taking out enemies with an assortment of weapons, picking up and transporting innocents to safety, diffusing bombs and much, much more. The action is a nice blend of shooting and driving, and anyone who considers *Death Race 2000* to be high art will surely appreciate the bloody tire tracks left behind after driving through a pool of some poor pedestrian's life juice (you even skid around for a second!). What a delight for the kids watching at home, right little Jimmy?

So far, everything is looking excellent, and the pieces are falling into place for the baele of what looks to be a really fun driving/combat game. Let's hope Electronic Arts can put it all together in time for a Christmas release. **SD**

"...a road-racing blast-fest with a twist..."



P
PREVIEW



DEVELOPER - ELECTRONIC ARTS

OF PLAYERS - 1

PUBLISHER - ELECTRONIC ARTS

DIFFICULTY - N/A

FORMAT - CD

AVAILABLE - DECEMBER



SUBSTANCE D
I spy bloody tire tracks.

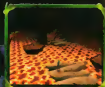
....gex 2 update....

We're back with more coverage of Crystal Dynamics' latest and possibly greatest title, *Gex: Enter the Gecko*. This month we received a more complete burn with a tweaked game engine and most of the new levels in place (albeit early). We knew you'd want all the info you could get on this amazing looking Mario64 clone, so we thought we'd bring you up to speed. Enjoy. *K*



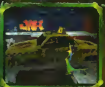
....prehistoric....

By far the most complete of all the worlds, the prehistoric levels exhibit a myriad of challenging platform sections along with a full complement of enemies. Raptors, pterodactyls, falling rocks and oceans of lava provide the opposition, as Gex searches for meat bones and TVs. Watch out for the hysterical stone age graffiti dotted around the stages, including a poster campaign to re-elect mayor 'Ogg'.



....haunted house....

The second most complete world (so far) also featured plenty of enemies including ghosts, frankensteins, stretching 'face' walls (right out of *The Frighteners*!) and Chucky dolls that just don't know when to quit. Proximity lanterns demonstrate the game's impressive lighting, while Gex collects hockey masks (hmm, wonder where that idea came from) and avoids ax-wielding suits of armor.



....extro stages....

We're not sure how these extra stages fit into the game, but we think they may be bonus rounds. Occasionally Gex is called upon to collect a certain number of items in an environment in a limited amount of time. The two bonus rounds we saw were set in a crumbled Aztec temple and a contemporary New York street (Gex wears a cop hat). There is also an awesome boss stage based on the *Godzilla* movies where Gex is 100ft tall and must battle a giant 'robo-Gex' in downtown Tokyo.

DELUXE



....kung-fu....

Ah-so! Gex turns Bruce Lee and dons a master's gi as he enters into an ancient world of Chinese architecture and sword swinging ninjas. There are plenty of dojos to infiltrate, windows and pots to break, and some of the largest and most impressive looking environments in the game. I love Gex's idle animation in this section. Leave him alone for a second and he'll strike a Karate Kid style 'Mantis' pose.



GEX

ENTER THE GECKO

....space....

This world parodies every sci-fi film you can think of from *Star Wars* to *Star Trek*. The detail-rich environments feature glowing UFOs, malfunctioning robots, luminous green mushrooms, and even walls with blinking eyes. There are two distinct sections to this world: interior and exterior.

Outside, Gex must leap between floating platforms (don't fall, it's a long way down) and climb vast radio antennas, while inside, he uses a special green energy power-up to activate pulsing light bridges. One of the enemies wields a light saber, as does Gex in one of his Idles, and the whole world is littered with in-jokes and humorous touches. In space no one can hear you laugh...



....cartoon....

Looney Toons! In the pastel-shaded cartoon world anything can happen—and does. Giant flowers pull out sledgehammers and attempt to squash Gex; Elmer Fudd like hunters enjoy 'lizard' season, and all the time the sky rains a mixture of giant weights, anvils and old women. This landscape is clearly based on the Tex Avery and Chuck Jones' toons of the '50s, and it looks great. My favorite world so far.



P
PREVIEW



DEVELOPER - CRYSTAL DYNAMICS

PUBLISHER - MIDWAY

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - N/A

AVAILABLE - WINTER



KNIGHTMARE

Huh huh, he said 'enter'.

SKULLMONKEYS

U
UPDATE



DEVELOPER - THE NEVERHOOD

PUBLISHER - DREAMWORKS

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - 1BA

AVAILABLE - 1ST QTR '98



E. STORM

These guys know how to party! Pass the jelly!

I finally got my hands on a Skullmonkey! Soft little fella... cute too. In a mutley sort of way. Doug TenNapel's latest brainchild, following the underrated *Neverhood* on PC, marks his return to the action/platform genre and at the same time further shows his commitment to traditional game-play values and hand-made animation. Wunderkind Doug and Master animator Mike Dietz broke off from Shiny some time ago and although that departure has had little effect on the console/world (where they

their claim with the original *EW*), it will soon. *Skullmonkeys* isn't just another video game to be played and cast aside like so much plastic. *Skullmonkeys* is a labor of love and invention. A game so riddled with ingenuity and originality that aside from being a burning hot



Planet Idmah

BAD MAN

The Neverhood

FELL FROM THE SKY

Stay tuned to Gamefan, the last of the real game mags, for the whole scoop and nothing but the scoop when we review Skullmonkeys in the near future. We'll chase down the makers for some comments and blow this sucker out. See you then, ES

platformer it'd be worth owning just to show naysayers how far video games have come. The opening and sporadically sprinkled cinemas (constructed entirely of clay) are some of the most stellar achievements I have ever seen. Not only are they painstakingly animated but they're funny in a way only Doug's team could conjure. I have so much respect for people who, rather than just get by, truly give, as these people do.

I can comment little on the overall gameplay experience as it's still pretty early at this point, but I will say that I smell a 100% old school platformer with all the challenge of the classics we love and the graphic punch of a true living, breathing world in motion. Not only are the clay elements stupendous but the effects, like violent plumes of fire, real time lighting, and animated BGs are inspired.

THE HUGE CLAY WORLDS ARE FULL OF NOOKS & CRANNIES (AND SKULLMONKEYS!) SO LEAVE NO CLAY UNTURNED. THAT WATERFALL IN THE BACKGROUND IS TOTALLY ANIMATED!

EVEN MORE MAD CINEMAS AWAIT AS YOU PROGRESS, AND BELIEVE ME WHEN I TELL YOU, THEY ARE GENUINELY HILARIOUS AND OUTSTANDINGLY ANIMATED.



Monster Rancher



The Tamagotchi and its countless rip-offs are all the rage these days in the US and Japan. For those of you that are just too cool to be seen with one of those little stress inducers, here's a game for you: Tecmo's *Monster Rancher*. It takes the Japanese' obsessive compulsion with virtual pet games (*Prinseps Maker*, *Pocket Monster* (Nintendo's salvation, btw), and yes, *Tamagotchi*) to a new realm of madness and lunacy.

Figuring that this would be another among countless lame attempts at cashing in on the success of the virtual pet/life simulator craze, I groaned slightly and prepared to wade through another cheesy game (I get a lot of those here <grumble>) only to find that it's pretty decent—check that: it **ROCKS!** Never did I ever expect to love a game like this. I generally lump these types of games with the Tokimemo's of the world. Ya know, those lame 'dating sims' for people who spend too much time playing video games...err, uh, never mind. I always scoffed (more like rolled on the floor in spasms of laughter) at Net denizens' pathetic attempts to

CREATE YOUR OWN MONSTER!!

get games like this translated for our market. Not this time, though—I'm leading the charge on this one!

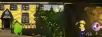
This game places you in the role of, what else, a monster rancher. At the beginning of the game you are assigned a helper by the name of Holly (you really didn't think they would forget the cute anime chick, did you?) who will help

guide you through the subtle nuances of raising your very own blood thirsty killer to compete in mortal combat (that's combat, NOT kombat). The goal here is to build the ultimate death machine, and that's what makes it so cool. At the outset, after 'acquiring' Holly, you are given a choice of one of three monster types to raise as your very own: Dino, Riger, or Suzzo (it's an eye with one 'leg'—weird). Each is best suited to your particular level of skill at crafting a seasoned beastie. Best yet, taking a cue from the old Bar-code Battler system, you can pop in ANY CD (yes, even Saturn discs) and have the game make a monster for you! You can get some pretty freaky mutants this way (my personal fav thus far being a mud man created with the aid of *They Might Be Giants'* Flood album). For beginners it's best to stick with the pre-generated monsters, however.

I'll be back next month with a full review on this awesome new game from Tecmo; expect a high score. They really seem to have their act



together, as *Stackers* (see PS Coming Soon for the info on that) is a great puzzle, *Dead or Alive* is looking super-hot (are you ready Saturn owners?) and now this. The holiday season is looking extremely bright for this talented developer and *Monster Rancher* is the crowning jewel—no really, it is...now where's that new *Ninja Golden* game? **ECM**



P
PREVIEW

PlayStation

DEVELOPER - TECMO

OF PLAYERS - 1-2

PUBLISHER - TECMO

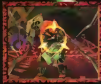
DIFFICULTY - EASY

FORMAT - CD

AVAILABLE - WINTER



ECM
Monsters,
monsters
everywhere...
And I love them!



Vehicle-based 3D shooters are nothing new. Neon did it with *Tunnel B3*, Core did it with *Blom!* *Machinhead* and now *Hammerhead* (a new company made up of ex-*Traveller's Tales* employees) are doing it with *Shadow Master*. And doing it with skill, I might add.

Your mission in *Shadow Master* is to protect your planet from a dictatorship (led by the *Shadow Master*) that has stripped bare and mechanized the life forms of all the other planets in your solar system. Armed only with a hi-tech assault buggy you must do battle with all manner of insectoid and bio-mechanical life forms in your fight to defend your home world and put a stop to the *Shadow Master's* onslaught.

The game is comprised of 16 levels spread across seven very different worlds, each with its own distinguishing visual characteristics. There's *Halos*, an arid, desert environment; *Silvan*, a lush fertile world with lakes and forests; *Ocela*, a seascape with volcanic islands, and several other locations and terrains. All of the art and models are inspired by renowned fantasy artist Rodney Mathews, and believe me when I say that the game looks "great".



SHADOW MASTER



Actually great doesn't quite cover it. *Shadow Master* is the most graphically impressive 3D shooter yet seen on PS. Seriously. The *SM* engine is chucking around truckloads of beautifully modeled (and animated) polygon enemies inside huge detailed environments at upwards of 30fps (i.e., the frame rate never drops below 30) with INSANE colored lighting effects and explosions from the gods. This is not just your regular eye candy. More like a 5-course eye banquet.

The gameplay is still coming together right now but you can rest assured the final version will feature fast and furious blasting action to compliment the visuals. Control of your buggy takes a bit of getting used (the momentum and low view are initially confusing) but with practice you'll soon be careening around levels reducing all opposition to scrap metal. Look for a full review next month. **K**



DEVELOPER - HAMMERHEAD

1 OF PLAYERS - 1

PUBLISHER - PSYGNOSIS

DIFFICULTY - HARD

FORMAT - CD

AVAILABLE - SOON!



KNIGHTMARE
Quake on wheels!
Kind of...

THIS IS NO GAME!

SCOOTER • KMFDM • MEGADETH
MANBREAK • RAMMSTEIN • PSYKOSONIK
JUNO REACTOR • CIRRUS • FACE TO FACE
THE FUTURE SOUND OF LONDON
AND MORE!

19
ALL NEW
KUTS

THE
EXPLOSIVE
SOUNDTRACK
ALBUM!!

MORTAL KOMBAT

ANNIHILATION

ORIGINAL MOTION PICTURE SOUNDTRACK

TVT Soundtrax, 35 East 4th St., NY, NY 10003 Tel: 212.879.6410 FAX: 212.879.6480 www.tvtrecords.com © 1997 TVT Records
MORTAL KOMBAT ® and the DRAGON DESIGN ® are registered trademarks of Midway Manufacturing Company.





CART WORLD SERIES

CART fans rejoice... CART World Series, Sony's latest racing game, features the names, the teams, the tracks, the sounds, and the feel of the CART tour. Names like de Ferran, Zanardi, Rahal, and Unser. Teams like Newman-Haas and Patrick Racing. Tracks ranging from the deceptively oval Michigan Speedway to the hairpins and tight turns of Laguna Seca. Actual engine sounds sampled at varying speeds, crowd noises, pit chatter in the headset... Boy,

the enhanced Rally Cross engine drivin' this game is really gettin' a workout!

The most amazing thing I've noticed about CWS is the physics. I've always said that if a game's not frustrating, it's too easy. Believe me, that's not a problem here! Play this game in simulation mode, and you'll have one heck of a frustrating time trying to find that balance between speed and control. Analog control makes it much easier, as some of the slower, more obtuse turns can be quite tricky to figure out. Turn too sharp, and you're into the retaining wall and out of the race... I'm betting the control will be a bit less "slippery" in the final version, though.

One of the drawbacks to having such amazing physics, though, is the graphics. They aren't quite up to the visual standard set by Formula One, and you'll notice a bit of strange pop-up: The "racing line" tends to appear just ahead of you, while the rest of the track is already there. A small point, to be sure (it doesn't affect gameplay in the least), but odd...

Musically, well, it's actually pretty good, but then, I'm really picky when it comes to music, and I usually turn off the tunes in racing games anyway... The sound effects are great, though. Lots of tires screeching and engines whining, all done in amazing stereo. Who needs rear view mirrors when you can hear exactly where your opponents are? And if you hit the wall or another car and lose say, half the front wing, you'll hear the pit crew bark in your headset: "Come on in, we'll fix that..." (You want frustrating? Try driving one of these things with no front wing at all!!!)

All in all, CART World Series is shaping up to be quite a contender in the densely-populated PS racing genre. We'll have to wait till next month, though, for the final review. I'll be back after having (hopefully) beaten it into submission! (I've heard hints that there are "hidden" tracks that are well, not your ordinary bonus tracks... Let's just say there's more than one sci-fi fan on the CART team at Sony!) See you then!

R Look! There's a rival!



A DAY AT THE RACES...



ECM and I were invited to the new California Speedway by the kind folks at Sony for the last round of the Indy Lights and the Marlboro 500. Thanks to Helene Shetter from Sony for a fun day and thanks to Kelly Lumsden and Ken George for making great games (Rally Cross, CART, etc...). Now, if only we could convince them to make a monocoque game...

P
PREVIEW

PlayStation

DEVELOPER - SCEA
PUBLISHER - SONY
FORMAT - CD

OF PLAYERS - 1-4 (NET PLAY)
DIFFICULTY - ADVANCED
AVAILABLE - BY THE TIME YOU READ THIS



REBUS
Pack your "Lunchbox" Ralph, we're going to the track!

COMING SOON: PLAYSTATION

• Alundra •

MATRIX/WORKING DESIGNS • ACTION/RPG • NOV.

From the team responsible for the memorable *LandStalker*, a game that is etched in every true gamer's psyche, comes *Alundra* (released in Japan last February). The U.S. translation, from Working Designs, marks their first PS project since their unfortunate departure from the Sega camp. We'll review *Alundra* next month.



JUST ENTERED THE ARENA.

STREET FIGHTER COLLECTION

Remember these guys? They remember you. This game packs punch. 27 Street Fighters in 3 different games. Super Street Fighter II, Super Street Fighter II Turbo, and Street Fighter Alpha 2 Gold, all in their true arcade form. Own the Street Fighter legacy. At around \$1.50 a fighter, that's a fair fight, dantcha think?



CAPCOM

www.capcom.com



© Capcom Co., Ltd. 1997. All Rights Reserved. Street Fighter II, Super Street Fighter II, Super Street Fighter II Turbo, and Street Fighter Alpha 2 are trademarks of Capcom Co., Ltd. Capcom is a registered trademark of Capcom Co., Ltd. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Super and Super Street are trademarks of Super Nintendo Entertainment System.

COMING SOON: PLAYSTATION

• MediEvil •

MILLENNIUM/SONY • ACTION/ADVENTURE • IST Q. 98

Post-E3, I was asked by our Sony rep, "So what's like at the show?" My answer: That game you had playing on one screen... *MediEvil*. *MediEvil*? Oh, OK, really? That's a Sony UK game, I'll check into it. Months later, here it is folks, on its way to American soil after receiving much acclaim at the recent ECTS (Hambleton picked it as game of show!). E. Storm called this one!

Think *Ghouls and Ghosts* meets *Dragon's Lair* in a real time 3D environment and you can imagine why I feel *MediEvil* has big potential. The game in motion is a sight indeed with eye-popping lighting, a respector frame rate and a spooky feel that you'll just love! We'll get *MediEvil* on your #1\$ in the ensuing months!

MEDIÉVIL



COMING SOON: PLAYSTATION

• Rapid Racer •

SONY UK • RACING • TBA

Fully aware that too many racers is a bad thing, how about a speed boat racer that whisks along at a brisk 60 fps, has water effects that realistically affect your craft, and glistening lighting effects that will shock even the most hard to please racer? Seriously, if I saw this game in an arcade I'd dump money in and play all day! *Rapid Racer* is coming soon! Look for a hands on preview in the December issue!

RAPID RACER



WATCH YOUR BACK. THE GREATEST COLLECTION OF SPECIAL MOVES...



RYU'S FIREBALL

KEN'S DRAGON PUNCH



GUILE'S FLASH KICK



COMING SOON: PLAYSTATION



The respectable *Nightmare Creatures* engine is at work again in Kalisto's awesome 3D adaptation of the underrated sci-fi joy flick, *The 5th Element*. No word yet as to when it will be available Stateside or who will publish but it is looking quite spectacular. As usual a full report is coming your way.



• 5th Element •

KALISTO • ACTION/ADVENTURE • TBA



• Frogger •

HASBRO INTERACTIVE • ACTION/ARCADE • NOV.

Close your eyes and journey back to a simpler time when fulfillment was as simple as hopping freely across highways and byways. The year... I dunno, it was a long time ago. The game... *Frogger*. All I know is that I played the doo-doo out of it on my 5200. In Hasbro's polygonal revival the play has remained the same but the levels are all grown up featuring layered playfields, long quests, and smooth gouraud-shaded environments. We'll review this all-new and certainly improved *Frogger* next month.



WE'LL, UH, DISSECT THE NEW FROGGER NEXT MONTH!



NOW
GET READY
FOR THE
MOST
ANTICIPATED
"SPECIAL
MOVE" IN
FIGHTING
GAME
HISTORY...

STREET FIGHTER'S IN

3-D

Been missin' Street Fighter gameplay? The world's premiere fighter goes kickin' and screamin' into 3-D. This beast pits the original 8 Street Fighter vets — Guile, Zangief, Ryu, Ken, Bison, Chun-Li, Dhalsim and Sakura in an amazing arcade hit. What else is the same? Signature Street Fighter gameplay. New? Lots! Crack your knuckles and welcome 12 all-new fighters in the biggest Street Fighter ever! Playable bosses, 7 different play modes, a total of 23 characters, this is the 3-D game worth fighting for...





Ryu got your number? New Training Mode adds moves, reduces bruises.



New Multi-Hit combos bring 'em to their knees.

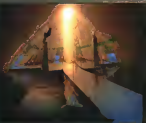


Slow Mo Replay makes victory even sweeter.

CAPCOM

www.capcom.com

COMING SOON: PLAYSTATION

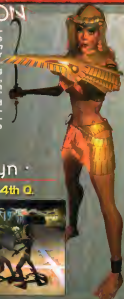


KRONOS IS PULLING OUT ALL THE STOPS IN THIS, THEIR THIRD FIGHTER IN AS MANY YEARS

Kronos' last fighter, *Dark Rift* (originally planned as a PS game), was pretty cool and now *Cardinal Syn* looks set to better it and become their finest effort yet. 18 selectable characters, dismemberment via finishing combos, real-time 3D environments, and full-on motion cap'd animation should help bring the designers' vision of "ultimate sin" to life. Based on ancient clans and an archaic scripture, it's described as violent, seductive, and gory. Cool! We'll have a look next month.

• **Cardinal Syn** •

KRONOS • FIGHTING • 4th Q.



• **Tomb Raider 2** •

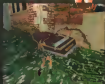
CORE/EDOS • ACTION/ADVENTURE • NOV.

We've just begun reviewing the completed *TR2* and oh my, are you in for a shock! It turns out the preview versions were just that, as they were devoid of so much goodness! We'll blow out *TR2* next month!

**TOMB
RAIDER
II**



**THE SHOT OF JUSTICE!
THEN I (I MEAN SHE)
DIED.**





Now You Can See Resident Evil
Through The Director's Eyes.

Experience the director's original horrific vision. Presenting **RESIDENT EVIL DIRECTOR'S CUT** - the uncensored, unrelenting version of the consumer's choice overall "BEST-PLAYSTATION GAME." Substantially enhanced with frightfully graphic footage, alternate camera angles and new levels of difficulty. Resident Evil Director's Cut. It's a sight for sore eyes.



CAPCOM

Includes the drop-dead **RESIDENT EVIL II** interactive demo.
PLUS A \$5.00 COUPON towards its purchase.

© CAPCOM U.S.A., INC. 1997. CAPCOM U.S.A., INC. AND ALL BIRTH'S REFERENCES. RESIDENT EVIL and RESIDENT EVIL Director's Cut are trademarks of CAPCOM U.S.A., INC. CAPCOM is a registered trademark of CAPCOM U.S.A., INC. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.

COMING SOON: PLAYSTATION

FF Tactics

SQUARE • STRAT/RPG • JAN

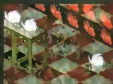
Tactics is early into the localization process, but already it appears that the ace translators at Square are working towards a straight port, with no changes! This is great news, indeed. It appears Sony actually respects the intelligence of the US gamer and is finally giving us what we want. We'll be back with more, MUCH MORE, in the December issue. All I can say for now is that this is perhaps the greatest strategy RPG yet conceived. Hang tight, this one's gonna be intense...



Elric

PSYGNOSIS • ACTION/ADVENTURE • WINTER

Yrkoon, (Elric's cousin) and Belo have attacked Melniboné and captured Cylmoril. After laying her in a coffin and throwing away the 7 regions of the cross carved in it, it is now up to Elric to traverse seven treacherous regions, fight hordlings of drooling creatures and collect the seven parts. In order to free his beloved (batter bring some perfume; she'll be quite stinky!). Elric's a versatile hero (who, uh, looks a bit like our friend Kain) who can run, jump, cling, parry, use magic, and fight with his sword. As you can see, the spells are majestic and the artwork, spectacular! I could go on and on about the AI, 44 different types of monsters, and the deep themes in *Elric* but these morsels must be saved for a time when I actually get to play the game. The PS version is underway (it's currently headed towards both PC and PS) and should be in our hands soon.



**PAINSTAKINGLY
DETAILED
ENVIRONMENTS!**



X-PLLOSIVE GAMEPLAY. X-TREME GRAPHICS. MEGA MAN X4!

Gaming's greatest hero unleashes his X-traordinary new powers on 32-bit systems! Mega Man X4[™] blasts light-years ahead of its predecessors with unrivaled graphics, vibrant animation and a barrage of cool new features. For the first time you can play either as Mega Man X or his mighty partner Zero in two separate adventures. X-plore all-new X-Hunter levels, where perplexing passages, power-ups,

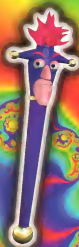


pincealed rooms and hidden weapons abound. Fire-up your new Land Grabber Superbike and battle tons of Maverick Reploid Robots while mastering new attacks like the Air Hover and Zero's Z-Saber Tactic. All told, it's the most X-citing X-ploit in the Blue Bomber's history. Truly, a 32-bit blast!



CAPCOM

MEGA MAN X4

ID**EGO**

Satisfy all your needs, wants and...



Pilot a giant mech or
sweep 3D zombies.

Descend into the all new psychotic world of Pandemonium 2 and twist reality inside out. Explore a whacked-out psychedelic landscape with Nikki's insane double jump—then dominate with Fargus' maniacal attacks by hurling his viper-tongued side-kick Sid for skull crushing good times. Navigate the undulating 3D hyper-kinetic backgrounds 'till it turns your brain to puddin'. Hey...it's a twisted new world of furious gameplay that'll devour you before you truly understand it. So have a good trip.



Save your game up to 99
times and ask questions later.

Nikki can jump and attack zombies.



Only big bad guys have.



Pandemonium 2



Call 1.800.773.3772 for
Game Rating Information

Pandemonium 2, the Pandemonium logo, Pandemonium 2, and the ESRB Rating are trademarks of Crystal Dynamics. © 1997 Crystal Dynamics. All rights reserved. Pandemonium 2 and the Pandemonium logo are trademarks of Sony Computer Entertainment, Inc.

COMING SOON: PLAYSTATION

• Spawn The Eternal • SONY • ACTION/ADVENTURE • DEC.

Thanks to some last minute Fed Ex action, Spawn showed up to just in time to top off a brilliant set of November PS Previews. Having come extremely far since we last played it, the game's fighting engine is now extremely fluid and features a fully functional cape and chains! The combos are in place along with a host of both beautifully-fit offensive and defensive spells. The adventure modes are



super smooth and contain some respectable textures and vivid lighting, although Spawn himself looks a touch blocky (we're still pre-beta

though). Also notable is the intense animated sky overhead—quite impressive.

We'll go in to more detail in next month's full blown update.



LIBIDO



hidden bonus levels take you to funky new places.





Yes, Bomberman on the N64! I'm GF's self-appointed (well, they know it) Bomberman pro, and I think Bomberman 64 is an awesome addition to the series. Mind you, this ain't your momme's Bomberman, but it'll do just fine. I'll explain everything...

Bomberman 64 (known in Japan as *Boku Bomberman 64*) is a branching-off of sorts for the series. Just like a MegaMon X, or an SF Alpha, Bomberman 64 takes a classic series into new territory. The *Boku* tag means 'explosive' or 'louder', and indeed, it is!

BM64 has excellent multi-player modes, which we'll touch on later, but look for the meat 'n potatoes in the Story Mode. It's a long, four-world, 12-stage, action puzzle-fest, complete with mid-boss breaks once every stage, and hard-core end bosses (see the handy Boss Breakdown for details). To beat each level properly, you'll have to kill 30 enemies, then find Gold Cards which will appear somewhere ultra-covert. You'll need bombs for this, after all, what else are you going to

R
REVIEW

NINTENDO 64



DEVELOPER: HUDSON

PLATFORMS: N64

FORMAT: CART

PLAYERS: 1-4

DIFFICULTY: INTERMEDIATE

AVAILABLE: 4TH QUARTER



GLITCH

This game is da
BOMB yo!



clear the screen with? Bomb power-ups include the stender Blue Bomb, pick up more and you'll drop more; the Red Bomb, which breaks through stone (where many cool items are hidden, like Gold Cards), and the Remoon Bomb, a manually-triggered remote bomb.

Bombs fit into the plan in other ways too. To successfully maneuver the multi-layered 3D environments, you'll need another way to reach platforms: Bomb Towers. Simply drop a few bombs down beneath a ledge and fall down right on top of them. See that? You bounce! Using Bomberman's moves, the Kick and throw, you can set up the coolest stunts to leap across giant gaps. Try it once and you're hooked! Your bombs' size can also be pumped-up (just hold 'em and tap 'K'), making for some large, gratifying stacks—literally bomb bridges. You can spin the camera 360° too, so don't worry about eluding your jumps—all you need for that is skill.

There's also bomb power-upgrades, gem stones, and secret Custom parts. Power-upgrades pump up the size and destructive power of bombs, and since BM64's explosions are polygonal and circular (like those in *Virtual On*), you can blow up many an obstacle or enemy once you've sufficiently powered up. Gem Stones come in Red and Blue—Red's worth five, and Blue counts as one. Reck up fifty gems and you'll earn an extra continue. The Custom parts come in Red, Green, Yellow, and Blue, representing Head, Body, Arm, and Foot. Each part enhances a certain facet of Bomberman's actions, such as increasing his throw power, speed, and kick power. Best of all, these parts can only be used in the multi-player modes. In other words, if you're truly hard-core end find parts in the Story Mode on your own, there's a good chance you'll be kicking ass in the multi-player mode! That's rocks!

Play against skilled opponents in the Multiplayer Mode and you'll see the gameplay evolve. As emphasized in the Story Mode, this is not a Bomberman clone. Multiplayer is the same, drawing on the gameplay elements available. And with the Custom Parts feature, it's easy to see that Hudson wants you to go back and forth between the two modes. There's the regular Battle game, which is every man for himself, and there's the Team Battle, a 2-on-2 game where the object is to destroy the other team's randomly-placed stone gem. And in Bomberman Tradition, each arena has unique last-minute perils, such as meteor showers, disappearing platforms, and sandwiching walls.

As I run out of space, I'll tell ya' that BM64's controls are tight (analog tight, as a matter 'o fact), the polygonal graphics are great (even with slight frame rate stuttering), and the music is excellent, Hudson happiness. A good little package! So what if Bomberman 64 breaks from convention? It's a great one-player game and easily among the best multi-player games on the system. **G**



In Racing There Is
Only One Position

NINTENDO 64



Only For

"An F1 simulation
with no equal!"
- Gamesfan Magazine

"...exceptional frames
of animation..."
- EGM2

F1 POLE POSITION 64

16 Tracks, 22 Drivers, 11 cars...
Pure Pulse-Pounding Formula One Action!



Ubi Soft
ENTERTAINMENT

www.ubisoft.com



©1997 Ubi Soft Entertainment. All rights reserved. An official product of FIA Formula One World Championship. Licensed by Formula One Administration Limited.

heavy airplanes



air support



ground support



sea support



Know this. We were expecting something pretty damn devastating from Paradigm. These were the guys responsible for *Pilotwings 64*, the single most fun you can have in the skies. We learned many months ago about their new baby: a 64-bit equivalent of *Ace Combat 2*. We were very excited.

We played *Ace Combat 2*, loved it to bits, and waited for a game with faster, more diverse planes, phenomenal control and slick 60 fps intense dogfighting action. These were the *Pilotwings* people, doing an arcade air-sim! We were champing at the bit to fly another one of their airborne

classics! Then *Aero Fighters* arrived with a wet, dull thud. Fresh and back from the ECTS, I discovered a copy of *Aero Fighters* on my desk. I was ecstatic, and not a little puzzled. Why hadn't Nightmare grabbed this one for himself? How kind! I slapped in my cartridge, donned my goggles and tried to think of more airborne witisms for my review.



ellen: hq operator

HERO FIGHTERS ASSAULT



city

desert

I didn't need to bother. Why waste time on well thought out prose when the game's as shocking as this one? Ladies and gentlemen, I give you 64-bit: A frame rate creeping into the teens, slowing to treacle-tastic proportions when anything even resembling an explosion occurs. Purely arcade style flying with the emphasis definitely on the action aspect (which would be fine if the game wasn't so damn slow—I can't bear to think how fast the PAL version's gonna be!). There's some truly third rate blurry floor textures when you're viewing them up close. Head-wrenchingly shallow gameplay. Head-twitchingly poor voice samples from you and your CPU autopilot ("Whoa, duddel Gnarly!") as your plane hurtles into the earth. Just a personal gripe, but I HATE INANE BUDDY TALK!! And to complete this airborne turkey, we have a control system so shockingly unlike real flying, you have to wonder if Paradigm sacked those responsible for *Pilotwings* and bought in a team of vertigo-sufferers. There's no friction between you and the plane; you're able to pull all sorts of impossible stunts (like multiple loop-the-loops) without breaking a sweat. Then there's the incoming planes to shoot a payload of missiles at. Wait for the red target box. Fire. Chug through the explosion. Wait for red target box. Fire.

Chug through explosion. Wait for Boss to arrive. Wait for lots of red target boxes. Fire. Pause the game. Cry in penniless grief.

But hey, the textures aren't pixelly! There's some great music (if you're a fan of slap synth bass that is; I thought that sound had died with *Level 62*), and some of the graphical effects (such as the smoke trails) are pretty cool. But I was lost in a swamp of low frame rates, poor CPU intelligence (at least to begin with) and that repetitive gameplay which I criticized *Ace Combat 2* for. I could imagine some people liking this offering (hell, *Cruisin' USA* was top of the charts for weeks!), but for me, I like realism in my flying games, and sadly, this didn't make my flying grade. Delete your *Pilotwings* medals and hop into the hang-glider again... **CR**

R
REVIEW



DEVELOPER - PARADIGM

NO OF PLAYERS - 1-2

PUBLISHER - VIC TOKAI

DIFFICULTY - MEDIUM

FORMAT - CARTRIDGE

AVAILABLE - NOW



CHIEF HAMBLETON
Like wading through treacle... only not as sweet...

"This could be THE driving game of the year."

Q64



GRAB THE BULL BY THE HORNS.

Get a grip on a 12-cylinder tornado for the redline racing experience that's gonna shred your N64! 6 tortuous, high-resolution tracks. 4 modes of turbocharged racing perfection.

A stable of ultimate racing machines. And the Lamborghini Diablo.

Welcome to the velocity convention.

Your bull is waiting.

Lamborghini "64"



Visionary lighting effects and revolutionary graphics!



Strategic camera angles that catch every hair-raising turn!



Compatible with N64 Rumble Pak—feel the road in your bones.



1 to 4 player racing with horizontal and split screen options



The trademark Automobile Lamborghini and Diablo is owned by, and used under license from Automobili Lamborghini S.p.A., Italy. Nintendo 64 and the 64 "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Tiltas, Tiltas The Fox and the Tiltas logo are registered trademarks of Tiltas. All rights reserved.



Judging by the way Mario Kart 64 has clung to the number one spot of our Readers Top Ten list for the past six months, I think it's safe to assume that NCL's combat/racer is fairly popular among the gaming community. Rore seems to think so, too. That's why their latest N64 title, Diddy Kong Racing, bears more than a passing resemblance to Miyamoto's kart classic.

DIDDY KONG RACING



PLAYER SELECT



Now, I love MK64 as much as the next man (or woman!), but you've got to admit, it had some serious flaws. The slowdown in 4-player mode is distracting; the CPU AI is super cheap; you can only race a trophy cup with 2 players; and perhaps worst of all, the weapons system is frustratingly unbalanced (being last is actually an advantage). Well, kart fans, you'll be glad to know that Diddy Kong Racing fixes ALL of these problems and more besides. Interested? You should be...

The first thing to hit you when you power up DKR is the quality of the graphics. If you thought Mario Kart 64 looked good, prepare yourself for a multi-colored visual assault of epic proportions! In DKR everything is 3D, even the racers, eliminating the jerky sprite rotation of MK64 and allowing for some truly spectacular lighting and camera effects. Rore uses the Last World technique of wrapping the textures around the models for a smoother look, and far once in an N64 game the textures are of a high enough quality to survive the mip-mapping process and still look crisp and vibrant. There is an occasional frame rate hiccup (a drop from the usual 30 to around 20/25) but it never gets so bad that the game becomes unplayable. The music and sound effects are also pretty cool—an eclectic mix of whimsical tunes and cute samples that perfectly suit DKR's cartoony atmosphere.

Start a new game and after picking your driver from a selection of 8 (plus a couple of hidden) Rore characters, you are given a choice of two main



DEVELOPER - BARE

PUBLISHER - NINTENDO

FORMAT - 128 MB CARTRIDGE

NO. OF PLAYERS - 1 TO 4

DIFFICULTY - ADVANCED

AVAILABLE - NOVEMBER



KNIGHTMARE

DKR is a Mario Kart 64 heater!

WEAPONS

As you drive around the track you will notice a number of colored balloons in fixed locations. These balloons are your power-ups and by touching one you will collect the power-up associated with that color. Red, for example, gives you missiles, while blue gives you a turbo boost. By storing and repeatedly collecting balloons of the same color you can increase the effect of your power-up. Collect two red balloons and you have a homing missile. Collect three and you get a barrage of ten regular missiles!

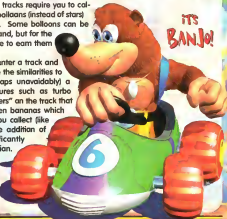


game options: Adventure or Tracks. Tracks lets you instantly race any of the game's 25+ tracks (or group of tracks in a trophy race) with up to four players simultaneously. Adventure, on the other hand, is the single player quest mode—

with 'quest' being the operative word. This isn't just a series of cup races like Mario Kart 64—this is a full blown Mario 64-style adventure!

Starting off in the middle of a fully realized 3D world, you are free to explore the landscape at your leisure, using one of three different vehicles (kart, hovercraft or plane) to reach different areas. Located around the world are four themed 'hubs' (forest, water, winter and desert) each containing four tracks, a boss and a special challenge stage. Just like Mario 64, you select the track you want to race by driving through its door (like jumping through a painting) and just like Mario 64, certain tracks require you to collect a specific amount of gold balloons (instead of stars) before they can be accessed. Some balloons can be found just lying around the island, but for the most part you're going to have to earn them by finishing first in a race.

The first time you actually enter a track and race, you can't help but notice the similarities to MK64. DKR 'borrows' (perhaps unavoidably) a host of genre-standard features such as turbo starts, a 3-lap structure, 'zippers' on the track that give your vehicle a boost, even bananas which let you go faster the more you collect (like MK64's coins). However, the addition of two extra vehicles significantly changes the nature of the action. While the kart may handle like a cross between Super Mario Kart and Mario Kart 64 (MK64-style analog steering with SMK-style power-sliding, the hovercraft and



BOSSSES

Every hub has a main boss, who can only be faced once you have placed first on all four of the tracks in that hub. Defeat the boss and he sets a challenge for you: Return to that hub's four tracks and come first again; this time collecting 8 silver N64 coins in each race! Succeed in this task and you must face the boss a second time, where he is much harder. Defeat him again and a piece of the Wiz Pig amulet is yours. Collect all four pieces from all four bosses and face the game's final boss: the fearsome Wiz Pig!



CHALLENGE KEYS

Each hub has a special key, hidden somewhere in one of the four main tracks, which will unlock the door to that hub's special challenge stage. These challenges are always directly competitive matches against the other racers and range from out-and-out battle modes (a la Mario Kart) to a bizarre plane sub-game where you must collect eggs and return them to your area to hatch. Once you have beaten a sub-game you are given a piece of the Tic-Tac amulet. The challenge also appears on your "tracker" screen and can be played multiplayer.

plane are a whole new ball game. Certain tracks are tailor-made specifically for certain vehicles (sometimes more than one) and each vehicle has its own distinct style of control.

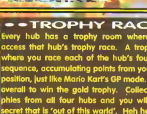
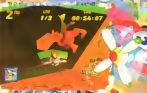
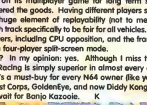
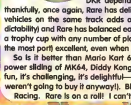
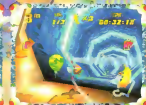
The mechanics for all the vehicles are fairly simple to get to grips with (much simpler than MK64), which is a good thing as the game gets pretty difficult later on, particularly on some of the bosses (this is Rare, after all). But even when the going gets tough, the CPU AI is always fair. Certain characters will do better on certain tracks than others, and they all drive at their own set pace **WITHOUT CHEATING** (take note, NCLB).

As cool as the single player mode is (and it is very cool), a title like DKR depends on its multiplayer game for long term survival. And thankfully, once again, Rare has delivered the goods. Having different players select different vehicles on the same track adds a huge element of replayability (not to mention un-predictability) and Rare has balanced each track specifically to be fair for all vehicles. You can race a trophy cup with any number of players, including CPU opposition, and the frame rate is for the most part excellent, even when in four-player split-screen mode.

So is it better than Mario Kart 64? In my opinion: yes. Although I miss the staggered power sliding of MK64, Diddy Kong Racing is simply superior in almost every category. It's fun, it's challenging, it's delightful—it's a must-buy for every N64 owner (like you weren't going to buy it anyway!). Blast Corps, GoldenEye, and now Diddy Kong Racing. Rare is on a roll! I can't wait for Banjo Kazeoile. K

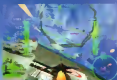
TROPHY RACE

Every hub has a trophy room where you can access that hub's trophy race. A trophy race is where you race each of the hub's four tracks in sequence, accumulating points from your finishing position, just like Mario Kart's GP mode. Finish first overall to win the gold trophy. Collect gold trophies from all four hubs and you will unlock a secret that is "out of this world". Heh heh.



"SAY HELLO TO MY LITTLE FRIENDS"

AEROFIGHTERS ASSAULT™



YOU WANT TO BE A HERO?
DOGFIGHT BODIES AND
BOSSSES OR GO HEAD-TO-
HEAD IN TWO-PLAYER COM-
BAT IN STUNNING GRAPHIC
ENVIRONMENTS TO SAVE
THE EARTH YET AGAIN.
THERE ARE 10 LEVELS OF
FAST ACTION THAT DEMAND
FAST REACTION. JOIN THE
BATTLE IN THE ONLY GAME
THAT MATTERS.



VIDEO SYSTEM

PARADISE ENTERTAINMENT

Distributed by

VIC TOKAL INC.

© 1997 Paradise Entertainment Co., Ltd. Paradise Entertainment, Inc. AeroFighters is a trademark of PARADISE, Inc. Video System U.S.A., Inc. is licensed by Nintendo. Nintendo, the Official Seal, Nintendo 64, the 64-bit logo, and the Nintendo 64 are trademarks of Nintendo of America, Inc. All other Nintendo of America, Inc.

"...15+ levels of post apocalyptic action...runs at a dazzling frame rate, with solid blur-free textures and NO FOG."

FORSKEN

While Accleim was visiting our offices this month, they were kind enough to grant us our first look at the N64 version of their forthcoming 3D shooter, *Forsaken*. Although the game is still pretty early in development (even earlier than the PS version) with only one playable level and no enemies, the engine was running smoothly, and, much to our surprise, the multiplayer game was in and functioning.

Obviously 'Influenced' by Perallax Software's *Descent*, *Forsaken* is a 360-degree, first-person shooter that casts you as a futuristic scavenger who has returned to earth ten years after a fusion reaction reduced the planet to a lifeless husk. Using your anti-grav 'ploncycle'—a hover bike capable of both vertical and horizontal movement—

you must scour through 15+ levels of post-apocalyptic action, collecting loot and laying waste to any gung-ho mutants or rival scavengers foolish enough to cross your path.

The N64 version of *Forsaken* is being developed by a division of Iguana UK, and it's this pre-alpha is anything to go by, they're doing a bang up job. In single player mode the game runs at a dazzling frame rate, with solid blur-free textures and NO FOG. The environments are incredibly solid looking and benefit from some particularly impressive dynamic lighting effects. The 3D design of the levels is initially confusing (there

is no 'right' way up) but once you get the hang of thinking in 3D it adds a new dimension to the usual corridor blasting action. Control of the bike is straightforward and easy to master (the analog stick points, the buttons move), although the strafing is currently pretty useless. This may sound like a small complaint but it actually reduces combat to a basic point and shoot affair. Please fix it, Accleim! We'll have more next month. K

THREE'S COMPANY, FOUR'S A DEATHMATCH!

As I mentioned before, *Forsaken* 64 already features a four player, split screen, multiplayer mode with each window retaining a surprisingly smooth frame rate (although each view is through a slight fish eye lens). The cycle models are cool (you can clearly make out the character riding), and Accleim promises a healthy gore content for the finished version. You want to see severed limbs floating through zero G? This is the place! (pictures below)

P
PREVIEW



DEVELOPER - IGUANA

OF PLAYERS - 1-4

PUBLISHER - ACCLEIM

DIFFICULTY - UNKNOWN

FORMAT - CARTRIDGE

AVAILABLE - SPRING '98



KNIGHTMARE
It's Descent on a hover-bike. With gibs!



ONE STOP HOLIDAY SHOP



NAKI

INTERNATIONAL

NAKI is proud to introduce a new line of gift-bundles for this year's Holiday Season!



NAKI's Holiday Bundles is a limited Edition, Limited Time Offer

NAKI International

Professional Video Game Accessories for all the major Platforms.
P.O.Box 399, Sun Valley, California 91353-0399, U.S.A.
WEB PAGE: <http://www.nakiusa.com>
e-mail: nakiusa@nakiusa.com
phone: (818)252-0722 / (800)626-6254 (NAKI)
fax: (818)252-0723

Italian Sports Cars...



Attention speeders, lead-foots, and the uninsurable: we've just received a near final version of Titus' Lamborghini 64 (just renamed Automobili Lamborghini), and if you crave manic speed and breathtaking visuals, here's your game. Featuring Italy's finest (well, Ferrari may disagree, but they don't have their own game, do they?) cruising across numerous tracks battlin' it out for first place, it's a duel to see who can manage the longest between pit stops, hanging tight as your tires melt away.

The graphics in this game are truly inspired, featuring some of the best texture mapping yet seen on the console while

With barely a hint of clipping (you have to search for the slightest ill-flick) this is one of the nicest racing engines we've seen on the console. The sound effects are solid and mimic the real thing down to the tail pipe—at least as far as I can remember (mine's been in the shop for awhile). The music too is quite good, especially given the number of cars and effects (lens flares shoot out of every crevice) on screen. After Cruisin' and Rush, this is like a symphony.

The analog control is solid, and feels tight. The car turns when you want it to, and doesn't slide uncharacteristically. In fact, this game may feature the best analog control this side of Mario Kart. I guess AL64 shouldn't come as that much of a shock.

The last Titus game I played (Prehistoric Man on the SNES) was fantastic as well, with similar attention to detail. They definitely take their time but the payoff is well worth the wait.

If this is any inclination of Titus' dedication to the platform, and I'm sure it is, Superman: The Animated Series is going to be truly memorable. We'll review Automobili Lamborghini next month. In the meantime, better go pay all those tickets, you're gonna need room in the glove box. **ECM**

Lamborghini 64

maintaining a smooth solid 30 FPS. The array of cars including a Viper, Porsche, and NSX lookalikes (although they aren't labeled as such) are modeled perfectly.

Takin' it to the Streets!!!



ECM
Pay off your speeding tickets, cuz you're gonna need room for more...

P
PREVIEW

NINTENDO 64
NN

DEVELOPER - TITUS

OF PLAYERS - 1-4

PUBLISHER - TITUS

DIFFICULTY - AVERAGE

FORMAT - CARTRIDGE

AVAILABLE - \$79.95

GAMEFAN SPORTS NETWORK

**It's here
Baby!**

Now Available At Newsstands!

The ultimate sports video gaming source

GSN

- The Most Thorough Sports Video Game Coverage Available
- Interviews with all of the top athletes that play video games
- Comprehensive reviews on all PC sports titles
- All of the latest breaking news and information in the sports video game industry
- Tons of codes, strategies, contests & prizes
- NFL! NBA! MLB! NHL! All the latest

GAMEFAN SPORTS NETWORK



BLUE IS BACK AGAIN!

SONIC R

It's taken a while, but Sega has finally cottoned on to the fact that cartoon racers are somewhat popular in the Western hemisphere right now. *Mario Kart 64* sold truckloads and *Diddy Kong Racing* looks set to do the same (and rightly so, I might add). So, not wanting to get left behind, Sega has dropped their key mascot and several of his pals (and enemies) into a racing game set in the Sonic universe. Original? No. Cool? Yes!

Ignore any flashbacks you might be having of *Sonic Drift* (the Game Gear *Sonic Kart* racing game)—*Sonic R* is the real deal. Developed by Travellers Tales in the UK (responsible for the so-so *Sonic 3D Blast*), *Sonic R* is a graphically stunning, racing/exploration game that can best be described as a cross between *Running Wild* and the Sonic World section of *Sonic Jam*. Choose from one of five different Sonic characters (Sonic, Tails, Knuckles, Amy and Dr. Robotnik) then race around a number of themed tracks based on existing Sonic levels (the track count is yet to be finalized) in an attempt to become the fastest critter on Moebius.

The preview version that we received featured all five characters and three tracks: Green Hill Zone, City and Factory (though we know of two more: The Ruins and Chaos). This may not sound like a lot of tracks but bear in mind that a) there will probably be more in the final and b) each track is a mini-world in itself. Although each course has a main path to follow, there are countless short cuts that can be taken and every character possesses a special ability that allows them to take different routes (see the box out). It's quite possible to race an entire track without ever seeing your opposition!

Now, what would a Sonic game be without rings or power-ups? Nothing, I tell you! That's why *Sonic R* is positively littered with both of the above. Power-ups come in the form of ring clusters, power sneakers and a tire shield that attracts rings to you like a magnet (though it goes out if you jump in the water). Rings, on the other hand, are often found in long lines and can be used in a number of different ways. For instance, some courses feature a zipper built into the track surface that gives the racer a massive speed boost in exchange for rings. The more rings you have, the longer the boost. Also, each course has a number of short cuts hidden behind a special gate that can only be opened if you hold the correct number of rings.

Graphically, *Sonic R* already looks fantastic, with detailed courses, clean textures and an amazing '12 layer transparency' engine which cleverly disguises pop-up by fading in the track ahead in multiple stages (who says Saturn can't do transparency). At the moment the control mechanics seem a little bit awkward, especially for a Sonic game, but I'm sure that will be fixed in the final version. Look for more on this one soon. **AC**



RACE AROUND MOEBIUS!



HIDDEN STUFF



On top of the regular 'beat-the-clock' racing, *Sonic R* features a load of periphery sub-quests that the more experienced gamer can attempt. Hidden around each track are a Chaos Emerald and 5 secret gold coins. Like *Diddy Kong Racing*, players are required to locate the Chaos Emerald and collect all 5 gold coins and still come first. No mean feat!



MEET THE GANG



Each of the five characters in *Sonic R* has his own specific abilities and modes of transportation. Amy drives a cute little car that turns into a boat on water; Robotnik pilots a hover-ship and can throw bombs at other racers; Knuckles can glide huge distances; Tails can fly for a short period of time and Sonic can double jump.

P
PREVIEW

SEGA SATURN

DEVELOPER - TRAVELERS TALE

PUBLISHER - SEGA

FORMAT - 1 CD

NO OF PLAYERS - 1-2

DIFFICULTY - N/A

AVAILABLE - WINTER



KNIGHTMARE

Whene's Robo-
Sonic, damnit?!



ENEMY ZERO



Isn't this refreshing? A really good SO(1) title is being brought to the States, in a fairly timely fashion (hey, it's been worse!) with generous care and detail. *Enemy Zero* is being handled professionally by Sega of America, in every aspect, including the hiring of Luscious Jackson's Jill Cunniff to portray the main character, Laura. The *E0* package will be comprised of a whopping 3 gameplay discs and one supplementary disc, called "Disc o" (Opening Disc, containing game information and Training). What does it all mean for you and I? Many hours of high, high-quality FMV and brilliant game direction... from Japan's best.

Enemy Zero, the follow up to Warp's previous FMV/CG extravaganza, *D*, is the result of a close partnership between Warp and Sega. So close, that *E0* remained a Saturn exclusive from its inception. *E0* combines two very different, yet surprisingly effective mediums of presentation. The more prolific of the pair being FMV (hence the 3 discs) and the lesser being real-time 3D Doom-type areas, of polygonal construction. The plot is a beautifully woven tapestry of intrigue and suspense, divided into balanced proportions through the two styles of gameplay.

In the FMV scenes, you'll witness spectacular CG animations, intense with drama, yet subtly artistic. Laura sparkles with humanity as she explores rich, complex environments, all the while divulging the compelling storyline. In the real-time polygonal scenes you'll travel through a huge network of tunnels connecting the FMV rooms to one another. The 3D engine is smooth, despite some intrusive fade-in (Laura needs contacts or something), and there's a decent amount of variety in the textures and scenery. It's also here that invisible enemies appear (or not, doh!) and attack. It's your job to hunt 'em down, relying on sound alone. The manic "Bleep! Bleep!" of the enemy locator gets faster and faster, louder and louder, as your invisible foe approaches... tense, like the Motion Tracker in *AVP*... enough to drive the sanest of individuals (which I am not, hee hee!) into a panic-stricken frenzy!

Whoa, this page went fast. We should have a reviewable *Enemy Zero* next issue, at which point we'll be serving up a tasty gameplay dissection for your eyes only... **G**



P PREVIEW



SEGA SATURN

DEVELOPER: WARP

PUBLISHER: SEGA

TITLES: 3

ESSENTIAL: 1

AVAILABLE: MARCH



GLITCH

"Bomp... Bomp...
Enep... Argh!
Where are they?!"



SATURN RESIDENT EVIL

There are two things you need to know about Saturn Resident Evil. 1) It's a good conversion. 2) It's a fantastic game. Let's deal with (1) first—just how good a conversion is it? Well, as you may have gathered by now, the graphics aren't quite as good as the PS version. The character models aren't Gouraud shaded, the FMV isn't quite as clean (though it's still pretty good) and the transparencies have all been replaced with Sega's trademark "mesh" effects. However, everything else—the backgrounds, sound, control, gameplay, frame rate, loading times and monster AI—are all identical. And besides, even with the slight drop in visual quality, it's still a great looking game.

But Resident Evil is more than just a great looking game. It's a great game, period. Dark, disturbing, tense, gory, puzzling, challenging—RE is the best "polygon characters in pre-rendered environments" adventure to date. Games like *Alone in the Dark* may have pioneered the genre, but Capcom took it to the next level with RE. The tension felt as you venture into a new area for the first time is only bettered by the satisfaction of pumping round after round into a group of shambling zombies.

The Saturn version of RE is based on the American PS version of the game, meaning unfortunately that some of the stronger material has been censored (boo!). It also means the game is much harder than the Japanese version, even with Jill. Thankfully, Saturn owners get a number of exclusive features including new costumes for Jill and Chris, new monsters (a new version of the Hunter, a zombie Wesker and a new Tyrant boss), and best of all, the action-packed Battle Mode (see Panel). Look, I'm overjoyed that Resident Evil finally made it to the Saturn. The exclusive features are just the icing on the cake. Take this as a gift from Capcom to all Saturn owners and go and buy it. You won't regret it. **K**

R REVIEW



SEGA SATURN

DEVELOPER: CAPCOM

PUBLISHER: CAPCOM

FORMAT: CD

1-2 PLAYERS

DIFFICULTY: ADVANCED

AVAILABLE NOW



KNIGHTMARE

Yes, you have once again entered the world of survival horror. Good Luck!

RESIDENT EVIL

BATTLE MODE!

Complete the game as either Jill or Chris and a new option opens up on the title screen: Battle Mode. This special mini-game ditches the complex puzzle elements of the regular quest in favor of pure cut-and-out slashing. You begin in the relative safety of the save room and must battle your way through 15 different scenarios, strategically using the limited weapons provided to clear each area of monsters. Handcuff!





NOBODY STEALS OUR CHICKS...AND LIVES!

Blow! Like a twelve-gauge shotgun round to the chest *Duke Nukem 3D* blows you off your feet

and knocks you back. This game is amazing!

On the one hand you have 3D Realms' original game design: hardcore non-stop action through dozens of expertly designed, super-interactive levels that actually resemble real places. Whether you're fighting in a night club, a space station, a bank or even a movie set, there's no danger of 'repetitive dungeon syndrome' here. But that's not all. 3D Realms also endowed *Duke 3D* with cool weapons (which are as satisfying to use as they are destructive), ugly-ess enemies, naked babes, and a politically incorrect hero who spouts a never ending string of hilarious one-liners. Of course, all that would mean squat if the conversion wasn't up to scratch (Satan *Doom*, anyone?), but thankfully Lobotomy has pulled

DUKE NUKEM

3D

off yet another miracle by bringing *Duke 3D* 90% intact to the Saturn, strippers and all, on an engine that can only be described as blazing. You will not believe how smooth this game moves. It's clear to me now that Lobotomy has sold their collective souls to Satan in exchange for otherworldly programming skills!

I love this game. I love 3D Realms for making it. I love Lobotomy for converting it (beyond everyone's expectations). Heck, I even love Sega for hiring Lobotomy and authorizing Net Link support. So here's the deal my friends. Put down this magazine, go to your nearest videogame store and buy this game. Immediately. It rocks with TZW-like skill and will provide you with many, many hours of gaming bliss. Now if you'll excuse me I've got some serious NetLink *Dukematches* to attend to... **K**



NETLINK

If you are lucky enough to own a NetLink you can enjoy *Duke Nukem 3D* with a friend in either *DukeMatch* or Co-operative play. Amazingly, there is NO LAG, even in co-op WITH monsters. *Duke 3D* is the first console game to offer TRUE deathmatch (no split-screen and no link cable), and is so much fun it's reason enough to purchase a Net Link. And when you do, I'll be waiting...



DEVELOPER - LOBOTOMY
PUBLISHER - SEGA
FORMAT - CD

OF PLAYERS - 1 TO 2
DIFFICULTY - ADJUSTABLE
AVAILABLE - NOW!



KNIGHTMARE
It's all about
"Jevon control!"



THE BEST MODEL 2 CONVERSION TO DATE! AM3 PUSHES THE SATURN TO NEW LIMITS!

Before I begin this review there's one little issue that needs clearing up. In Japan, *Last Bronx* came on two discs, in America it came on one. So what do you lose? Well, a lot of FMV, some 5D stuff that wasn't particularly impressive in the first place and a few training bios. A big deal? Not really. I mean sure, it would have been nice to have gotten the whole package, but the way things are with SOA these days, just be glad the game is coming out here at all...

Boot up *Last Bronx* and you'll immediately see the game's selling point: the graphics. The *Last Bronx* runs at 60 fps, in hi-res, with a clever use of parallel

and polygons to create the illusion that the backgrounds are 3D. It looks great, and certainly sets a new landmark as a Model 2 conversion. Even the weapons' tracer effects are in.

As a fighting game, *Last Bronx* comes across as the mutant offspring of *Fighting Vipers* and *VF2*. It retains the traditional Sega 3-button control setup (punch, kick, block) though it's not as fast as *Vipers*, nor as precise or strategic as *VF2*. The

LAST BRONX

artificially widening adds a fresh and lethal spin to the action rounds can be as little as four hits, though in the most part you have are still 99-style hit & cryatives. You've seen it all before.

To AM3's credit, the game has a lot of extra bits and feels of its own that distinguishes it from *FV* or *VF2* (the characters aren't broken, pop-rejects like *FV*), though in my opinion it's simply not as good a game. The gameplay just doesn't feel as instinctive or fluid as AM3's fighters. That's not to say that *Last Bronx* is a bad game—far from it. It's just

that the competition these days is pretty stiff. Still, if you already own *VF2*, *FV* and *Megamix*, and are looking for your next 3D-fighting fix, then *Last Bronx* should more than fit the bill. **K**



R
REVIEW



DEVELOPER - AM3

PUBLISHER - SEGA

FORMAT - CD

OF PLAYERS - 2

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW!



KNIGHTMARE
Things are looking up for Sega!!!



After a successful arcade run—and a year long delay—Capcom's *Marvel Super Heroes* finally reaches our eager, nay, lusty hands at GE. Was the extra year worth the wait? Did Capcom make good on the promise of an arcade-exact rendition? Would this former comic junkie writhe in spasms of pleasure upon viewing its utter majesty (we won't go into that)?! Read on, true believers—



Based loosely on the *Infinity Gauntlet* storyline, *MSH* features ten (+2 secret) of Marvel's most popular characters (Blackheart and Shuma Gorath notwithstanding) going toe-to-toe for the "honor" of facing Thanos in the final battle. Featuring classic SF-style gameplay with some modifications, *MSH* pits hero vs. hero, villain vs. villain and everything in between for some truly spectacular fights. I'll spare you the other minor details which we've already covered a thousand times in past issues and get right down to the nitty gritty: How good a conversion is it?

Almost perfect, actually. All the art, all the backgrounds and all the characters have made it over intact. With a RAM cart you get 90% (maybe a little more) of the original frames; without it's around the 70% mark. However, with or sans cart, the same fast and furious gameplay is yours to revel in: hyper-jumps, air combos, super move madness and while the game is utterly intense with the RAM cart, there's often hefty slowdown when using the larger characters, e.g. the Hulk, Juggernaut, etc. It does tend to affect some combos, but after getting accustomed to the slower movement you'll be back up to speed in no time, thrashing



MARVEL SUPER HEROES



those mere mortals you call friends. Interestingly the non-cart version features no slowdown; and even without the extra RAM it still destroys the current PS version we have in terms of frames. Music and sound effects are intact, and there doesn't seem to be the typical muffled voices usually found in Capcom's Saturn fighting games. Oh, and you've gotta have to buy the import RAM cart if you want the extra animation as neither Sega nor Capcom are bringing it to the US (they better bring the new one though [gmr]).

So should you buy it? Well, if you're sick and tired of SF-style games stay FAR away—this won't change your feelings about them (translation: about 5% of the general population). If, however, you live for trademark Capcom greatness then this is a must own—no question about it. This will more than hold you over till SF vs. X-Men makes its debut—Saturn only, PS heads. With or without RAM cart, this game is phenomenal and deserves (wait for it) a spot on everyone's shelf. Excelsior! **ECM**



R
REVIEW


SEGA SATURN

DEVELOPER: CAPCOM

PUBLISHER: CAPCOM

FORMAT: CD

OF PLAYERS: 1-2

DIFFICULTY: ADJUSTABLE

AVAILABLE: OCT. '93



ECM
This one's for Dangohead!



ECTS 97

Note that these games don't include those games already previewed (at least, to any great degree) in the hallowed pages of *GameFan*.

1. Medinol
2. Burning Ranger
3. Rapid Racer
4. The Fifth Element
5. Micro Machines V3

SPECIAL MENTION: Death
Tack Remix, Sentinal
Returns

```
010000100000000111
1001010010101001000
1011100010001001010
0101010100000100010
1010101010000100101
0000111100000001111
```



G.A.S.P.



Nagano 1998



Overall, this year's ECTS proved to be one of the most exciting in the last few years. The reasons for this increased fervor stem from the fact that there were actually more than three games present here that we hadn't seen before. Despite this excitement how ever, there was some annoying lack of software from Sega and Nintendo. As you'll discover when flipping through this report, Sony didn't just steal the show; they actually almost took over the entire affair! Don't believe me? Then check out the 'plattina' of winter peddled by the 'other two' console companies.

LYLATWARS

**NO STARFOX FOR UK NINTENDO OWNERS!
INSTEAD, PAL GAMERS GET TO PLAY THE TRULY
INSPIRED LYLAT WARS... JUST TRIPS OFF THE
TONGUE, DON'TCHA THINK?**

NINTENDO 64

I expected *Diddy Kong Racing*. I wanted *Conker's Quest*. I was far frothing with anticipation at the mere mention of the word *Banjo*... However, I was treated to PAL (i.e. slow) versions of *GoldenEye*, *StarFox 64* and even *Mario Kart 64*. Ah yes. *Mario Kart*. I believe I've played that one... LAST YEAR!! THE Games (taking care of business for Nintendo in the UK) had a polite representative to inform me that Rare had "left it too late to exhibit anything". What?! No Rare?!?! Bah! Scouring the rest of the show, I avoided playing *Top Gear Rally*, *Extreme G* and *Turok* (gibber!) plus all those other games I'd been previewing for the past three months, and instead took a quick look at *Quake*, over at the GT stand. Very nice. Breathtakingly similar to the PC version. Except a little blurry... Over at Interplay, that strange bendy worm with a cow fixation was available... read more about *Earthworm Jim 3D* in the Interplay section of this report...

Finally, I wandered to the Konami stand, gibbered at the sight of their new beat-'em-up (*G.A.S.P.*) which looked very early and strangely motion-captured (combined *Tekken*-esque mannequins with oddly puppet-like motion capture—very Japanese and extremely plodding). Last but not least, I took a polygon skier out onto the slopes, courtesy of an early version of *Nagano 1998* with snow, tight-fitting lycra outfits and *Track and Field* style button-mashing (there's more info on *Nagano 1998* in the PlayStation section). Weaving through the crisp snow, I bounded over a hillock, zipped over a knoll and plummeted into an orange mesh boundary well... where I promptly got stuck in a tumbling animation until the game crashed and Jon Stone (Konami UK) quietly ushered me off to other titles. Cool stuff.

SEGA SATURN

After scouring the show room floor, I noted the sheer lack of anything remotely Sega-related. Just where was Sega UK's presence? Over in the Hilton hotel, a mere stone's throw away from the main proceedings, where a more sedate atmosphere greeted journalists after the maze of corridors had been negotiated. After some light refreshment, I was shown the superbly wonderful *Burning Ranger*; the flagship new title from those masters of the Saturn, Sonic Team. Without wishing to repeat the Tokyo-tastic ramblings of Tekuhi, I was treated to a mammoth playtest of this cross between *Tomb Raider* and *MegaMan Neo*. Spectacular lighting effects combined with fluid and suspenseful gameplay. Watch out for this one, Saturn folks... because there ain't much else! →



SONIC R (ABOVE)
WORLDWIDE SOCCER '98

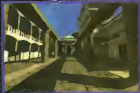
QUAKE



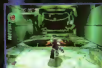
DUKE NUKEM



ATLANTIS



BURNING RANGERS



FORMULA KARTS



Yep, I'm afraid Sega was a pretty somber affair. Sega UK aren't interested in tackling the Sony behemoth anymore; they've wisely resigned to deliver high quality software from choice development teams to ensure the existing user-base isn't disappointed. And those choice developers don't come more discerning than Lobotomy, who graced us with *Quake* and *Duke Nukem*... along with an enhanced *Death Tank* which is bundled with *Duke's* European launch. Despite the 8-bit graphics, *Death Tank* enthralled me for much longer than any other game in the show... a triumph of marvelous old-school gaming.

Sega announced conversions of *House of the Dead*, *Planzer Saga*, *Winter Heat*, *Steep Slope Sliders*, *Riven* and *Grandia*.

However, only *Steep Slope Sliders* was playable and actually there, and to be honest, wasn't looking up there with *Cool Boarders*... but only time will tell. Other than that, Sega held a pretty low profile at the show. We learned about *Formula Karts* (kart racing with eight tracks to choose from), those Sonic games I'm really starting to enjoy, *Atlantis*, an adventure game from Oryx and *Sega Worldwide Soccer '98*. Yep, nothing really new I'm afraid. Hell, I'd buy a Saturn for *Death Tank* alone, but I'm sure those PlayStation legions aren't gonna be swayed... Thankfully, Sega (at least in Europe), is turning its attention to the fans, and that's what counts.

SEGA™
セガ

1111
1000
1010
0010
0101
000011110000001111



JONAH LOMU
RUGBY



TOURING CAR
CHAMPIONSHIP



AUTO DESTRUCT



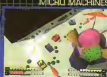
FIFA



POPULOUS

SONY PLAYSTATION

Sony occupied a gigantic portion of the event, with almost every third-party company present touting at least one Sony product in their wares. Of course, some developers (such as Namco) were swallowed in with Sony and their huge throbbing arms, and many other companies showed software previously played at E3, but there was a great load of new software to get very excited about. Note that any companies not mentioned below (say for example... Acclaim) showed software previously previewed in GameFan, which other companies had games that took time covering in his report.



MICRO MACHINES

CODEMASTERS

A relatively small third party company, Codemasters not only won me over with subliminal advertising, but drew me to that booth with the promise of a more complete version of *Micro Machines V3* (one of the most eagerly anticipated titles in the UK next to *James Pond B4*). They did not disappoint. *Micro Machines V3* retains all the gladdy elements of the 16-bit classic, but with truly inspired visuals... 32 vehicles; loads of huge and novel tracks (across breakfast nooks, over pool tables)... where's my copy!!!! Another notch in the Codemasters bow has to be *TOCA Touring Car Championship*, a marvelously realistic rally game with all the markings of a *Formule 1*, but with chunkier rally cars. Also up for inspection was *Colin McRae World Rally* (just photos I'm afraid... no game engine as yet), and a secret title that could potentially eclipse the sales of *Final Fantasy VII* in this country. That's right, I'm talking about *Jonah Lomu Rugby*!

EIDOS

I'm mentioning the Eidos stand, not because they showed any new games (this was the E3 booth in full effect), but for extra, er, "enticements" that Eidos had laid out. This included women in extremely tight-fitting outfits with their "bodybills" hanging out, large muscular gentlemen parading around in vests (sigh, if only Shidooshi had been there to see that!), not to mention the real Lara Croft. And to top it all off, Core's PR lady had a stunning new hair-dol. All this ensured that Eidos was the most crowded booth at the ECTS. The plethora of killer titles may have played a small part as well.

ELECTRONIC ARTS

Apart from their collection of sports titles, three new pieces of software galvanized my interest over at EA, not least of which was *Populous: The Third Coming*, the next in line in Sid Meier's seminal God-sim games. The third *Populous* follows the format of the first two exactly, but with one important difference... the worlds are fully 3D! With unmatched game mechanics, simulation fans are rabidly awaiting this one. Otherwise, *Auto Destruct* proved to be a "zip around a 3D town attack" type of affair, with slightly glitchy graphics, and that *FIFA Road to World Cup '98* title... let's just hope my sports gaming brethren take to this better than *FIFA 64*.

GREMLIN

Gremlin Interactive were one of the few software stands where you came away fully satisfied after gorging yourself on three new PlayStation pieces, such as *N2O*. Boasting some jaw-dropping lighting effects, this arcade-style shoot-'em-up promises addictive gameplay and more than delivers. Kaleidoscopic would be approaching a description for the visuals. Another cool title was *Buggy*, a racing title with a twist; you're at the wheel of a remote-control buggy as it winds around courses, transforming into aircraft and other vehicles faster than Optimus Prime. Lastly, *Judge Dredd* strides into silicon once again. I took a drooping patrol on the grud-damned streets of Mega City One and per me if the game isn't soon 45 compatible! Featuring the Dark Judges, two player action, 3D rendered enemies and a thumbs up from 2000AD themselves, we judged this on-rails gun game game very highly. *Sommteiste, motel!*

JUDGE DREDD



INTERPLAY

A cracking turn out for the Interplay stand and a load of new games shown to boot. Although we'd seen some at E3 previously, we were excited at the extra ten percent added to the completion, and oohed and ahhed at all of Shiny's stuff (specifically *MAK* and *Wild 9*) as well as some other offerings. *Crime Killer* was looking sweet, this 3D driving around cyber cities gunning down evil helicopters, bikes and cars in all manner of futuristic police vehicles looks to be a sure-fire winner. It's unfortunately only about at 60 fps, and the damage to you as you chase down your police pursuit vehicle are outrageous... a little more redrunk, and this could be big. Next, *Earthworm Jim 3D* was plying up for a Spring '98 release and looks pretty nice, indeed. Jim controls well enough, but looks distinctly PD against the sprawling 3D backdrops. The developers have tried to go for a '60s cartoon feel to the game, and the results are mixed at the moment. Most frames of animation should stuff by itself, as the rest of the game is up at his finest. *Earthworm Jim 3D* is scheduled for the N64 as well, but after you win the PC version.

Next thing was *Powerboat Racing*, and as the name suggests, splashing about in boats is the order of the day. The GDFX PC version looked stunning, and the N64 version looking next to it. Very very early to make early judgments on. *End Asphalt* was there under the Rock and Roll Racing 2 moniker. And... finally... oh my GOSH, Spock... there... was... *StarFleet Academy: The Klingons are approaching, again!*



CRIME KILLER



EARTHWORM JIM



POWERBOAT RACING



STARFLEET ACADEMY

KALISTO

Those crazy French dudes were out in force to promote their forthcoming *The Fifth Element* release, scheduled for March. Utilizing an enhanced version of the *Nightmare Creatures* graphics engine, TFE is the first PS game to feature fading to color log (other games simply fade to black), and superb light-sourcing meaning that spooky green lights bitehe your character in a spooky greenness. Similar effects are available in red-it areas. The action is a lot less creeping terror and a lot more futuristic punch, kick and blast away with a vast array of mad guns. Expect mammoth coverage on this title as soon as a distributor is found...

KONAMI

Despite some problems which their hardware (both PlayStation and Nintendo 64s) decided to crush their software at inopportune moments, Konami had a storming line-up. Aside from *Goemon* and *Metal Gear Solid* (not out until mid '98! Arrgh!), there was *Midnight Run* which was framed by very close to the arcade, *Lethal Enforcers* (er...), and the very cool *Nagano 1998*, the snowy version of the critically acclaimed *Track and Field*.

With over 10 events from the Bobsleigh to the Downhill, there's elements of Alpine Racer and good of fashioned thumb-skinning button-mashing for such events as the Skating. Really polished and extremely playable. Fine multi-player action awaits those in the know... (Sorry).

NAMCO

Despite nothing on the *Tekken 3* front (it's out in Japan next-March, the backgrounds are 2D at the moment, the graphics the PlayStation is throwing about are said to be nothing short of mind-blowing), Namco was banded in with Sony and provided avid gamers with more *Time Crisis* and *Point Blank* than they could possibly handle. I also waved the G-Con 45 around for a bit. It's lightweight, gray and exactly like the Japanese version. Except gray. And one final point for *Soul Blade* freaks. Li Lung's nun-chuks aren't nun-chuks in the UK. Why you may ask? Well, during the 1970s, Bruce Lee films hit the UK, and half a dozen Brits came a cropper trying to emulate this ancient art of whipping deady bits of chain and wood around their heads. The weapons were banned and any film with them in was can

MIDNIGHT RUN



LETHAL ENFORCERS



NAGANO 1998



000001000 0001111
001010010 1001000
011100010 0010100
101010100 1000010
010101010 1001010
0000111100000001111
0000110010000101001

BRINGS PLAYSTATION TO THE EXTREME!

*Available At
Electronic's Boutique*

3 IN 1 JOLT GUN
WITH FOOT PEDAL



**Innovation
EXTREME**

"THE REAL ARCADE" 3 IN 1 JOLT GUN

The world's first most powerful light gun for video games with Kick-Back feature. Feel the Kick-Back in your hand everytime you shoot the Bad guys!

Compatible with all PSX & SAT light gun games
Namco GunCon compatible
(play with Time Crisis & all coming GunCon games)
Includes a Foot Pedal like Namco Arcade Gun
Programmable Auto-Reload & Auto-Fire
Works with every PSX/SAT consoles
Available in Grey, Blue, Clear and Metallic color.

Other Innovation PSX Products at a Store Near You:

PSX Regular or Advanced Color Controllers • "THE VIRTUAL WHEEL" - a 2 IN 1 Wheel & Flight Yoke w/ 2 Foot Pedals • PSX 1 MEG Color Memory Card • PSX 240 Blocks Color Memory Card • PSX Dual Analog Stick Controller w/ Rumble feature

Call 800-395-3090 or fax 800-388-0084 to order or locate the store nearest you, write us at Innovation PO Box 360 Old Saybrook, CT 06475.
All trademarks and registered trademarks are properties their respective owners.



JOE KIDG

KIDD'S Corner

Oh How I Wish I Was
6'10"...

In never seen a vinyl record, the War in the Persian Gulf was before I was born, and I grew up on MTV. I have 3 years since I'm taking P.E., some gymnastics and studying ballet, a guy named Reagan in World Civ. I was 100" tall then, now I'm 70" tall. My size says grow Forward, Cutler, but my dad still says "Put a size 10 on." Last year I saw the 1984 All-Star game in just my second year. My team drafted my best friend so I'd be happy and stay. Mike knocked on my door yesterday and wanted to extend my contract. Chicago says they want me. I saw the show after Mr. Leaves. A few months

[illegible]

Joe Kild can be reached for questions or comments at: nlee@metropolismedia.com

“JOE” VIEWPOINTS

"STRAP"

NHL 98 takes you back after being out on the gridiron. It's not a match, but the presentation is fantastic, highlighted by the photo commentary. Both FoxSports and NHL have truly let the rest of the field benefit, with a brand new standard in hockey games. The best time is to talk about both at the same time, because they ARE SO CLOSE! This year, NHL 98 sets the end

GCPMO 94



NHL 98
EA Sports

I thought Madden was pretty good, actually, but EA's night-owl NFL is EA's best effort to save time. Everything is solid, from game options to award presentation, and a whole bunch of commentary extras that add immeasurably to the realism. Not better than *ProYell*? Mmm, better for those. *ProYell* is better, but *ProYell* is better.

G C P M O 95

A legendary hockey game by any man's standards, as Gomp defines another chapter in the PowerOwl's history. There's no doubt the PowerOwl's reached a pinnacle level equaled only by NHL 98, but is that real? I feel I'm getting up a hole about NHL 98, simply because the performance is not as impressive. When you have 2 games in total as there are, it takes a little push to win the game. Most of a season, the PowerOwl's are not as good as the NHL 98 team.

G C P M O 93



NHL FaceOff
Sony

Well, I'll be playing with NINE 50 then. Force2D, that's just a tool. Why? Because this year NINE 50 is the closest you can get to the sport in terms of presentation and gameplay. Force2D '90, mind you, has a stunning engine and practically flawless control (although it doesn't feel as good as NINE, per se). I want a lesson, but I'll wait until these rounds.

G C P M O 93

It's funny how your opinion of 7 games from the same company can be so different. I guess *P&B* has 20 years worth of know-how and of the spirit in my back. Nothing like new, unlike an old game. More on the lead than the other company. It's just hardly possible to all through automatic from any good there may be otherwise. Unfortunately for all, I may still be the best and here.

GCPMO 74



PGA TOUR
EA Sports

Q & A: I don't stand by the contents anymore! SO HORROR CHICK SLASH SHOCK!
Q & A: And this month leading? As thanks, EA comes up with gorgeous real-time images in all their other quadrants: why not sling the Atom into a little real-time FGA therapy? Think of the improvement! The options? The could stand out any angle—plus your shots. Just the you're in there, real FGA content—more, until they get out your, from

G C P M O 50

I'm a fan once again! What a great job EA has done with *Live Fast, Die Young*. Some of the best MMA-type details ever, and the T&T presentation is sweet. It's nice to feel that level of addiction once again. I have found a fair share of "beeps" in this game, more like booped by you can capitalize on. Like knocking guys out a few times, but a small thing indeed to such an entertaining game.

G C P M O 94



NBA Live 9
EA Sports

This is a great game of 3-ball! While *Shamus* is still my fave, in terms of presentation, *Line* plays like a champ. They've really gone all out capturing the NBA feel, with player's names and faces all over the place and excellent street scenes. The engine's more like *enhancement*, but there's nothing more *enhancement* about it.

G C P M O 84

PREVIEWS

NCAA GameBreaker '98

Well the bigskin kings are back, but this time they're hitting the college ranks. Sony brings their awesome GameDay engine and puts out a game worth of the NCAA license itself. This isn't merely GameDay with college logos, although the appearance of the game is just as good with all of the polygonal players you've grown to love. There are over 2000 new plays to choose from and if you aren't using Total Control Passing, you're sure to be running the option complete with Pitch Fakes, Pile Diving, Tight Roping and Shoulder Charging animations. So you have the best of GameDay in terms of 3D players and impact tackles, but with total NCAA AI. Completely new is the "Passing Radar Screen", a new system that allows you to see all WR's even while using zoomed-in camera perspectives. I for one love the idea of having all the detail of the close-up, yet not losing the down-field perspective. You can look forward to end of the season awards like the

Heisman, as well as try to get your stars on the College *All American* Team. Track your team throughout the season via the weekly Top 25 and work yourself up the ladder. You'll want to make sure you're keeping your eye on the competition, so take a look at all of the NCAA leaders as they are statistically tracked over 50 categories throughout the season. Feeling creative? Create a Walk-On athlete. Now remember, no money, no cars, that's an NCAA violation, but you can create the ultimate high school recruit and throw him on your roster. How about Creating your own play? Well break out the chalkboard, it's time to test your knowledge of X's and O's. This brand new Play Editor Mode lets you create your very own passing and running plays and then save them to your personalized playbook! "OK... now you go to the tree, you run in a circle and that fake like you're going to the fire hydrant, and you block..." Look for this game to come out later this Fall, and our review next issue!



The moment of truth arrived the other day and NBA Live 98 was its name. Were they going to stick to the same muddled up gameplay as last year, saved only by the beautiful presentation and options, or were they going to shore up the playability and come out swinging? Well after initial test runs, and several victory laps later, EA was headed towards the winner's circle.

It's the first basketball game out, but what a start out of the gates! Live 98 has sped up the gameplay and everything feels in sync. "A fastbreak really feels like a fastbreak now, especially when you're finishing with a spin-move through the key, throwin' down the reverse slam. There's always a guy cutting to the hoop, players longing for the put-backs, jump shots and sharp passes whizzing everywhere... players even carry the ball just like real life NBA! You get the feeling the defense has really stepped up a bit, even though it's still really easy to beat on almost every level. One of the highlights you'll appreciate is the "Illegal Defense" call. The call is made pretty quick in my opinion and is a little unfair when you've been whistled, but only because your man to guard was off the screen, nowhere to be found. But just for getting that call into the game you gotta give EA the props. Unfortunately however, Live 98 has not succeeded in losing the "small, quick guy" syndrome. All of the quick, little guards can break the defense as down easily and usually get off a very high percentage shot. In fact, Dana Barros should change his name to Jordan in this game for all I know.

The players' appearances are too much—the likeness of their faces to their actual counterparts are the most accurate of any game ever. You gotta check out Big Boy, dead on! Oh yeah, Gat and his headband is classic, and if you like that, you'll really like the New Player feature. They've added headbands, goggles, sunglasses, funky headsets, porkchop sideburns, the works. You know I had to make my mostroous 7'9", 350 pound man in the middle for my Warriors. They need a big guy, you know? Another sweet feature? That would be the 3-Point Shootout. Why is it so fun? I don't know, why are the Hansons murderers? But something about getting that money ball with time running out, you're Rice, he's Reggie... that's some stuff there. There's no fantasy draft available, a feature I generally love these days, but they do have a Custom Team option that serves up some User Stat fun.

My problems with the game? The default setting is set to Auto Subs and Auto Timeouts.



NBA LIVE 98



"...spin-move through the key, throwin' down the reverse slam!"

Half the fun of sports games is coaching your team and yes that entails making your own sub substitutions and calling your own timeouts. I guess I feel a little embarrassed that EA makes such hardcore sports moves, and then plays us for coaching idiots... we're not all Don Nelsons. Jeez, you may forget to turn the auto timeouts off, and only find out after you've made a steal and have started the fastbreak that hey!... the computer's calling a timeout for me! Oh, on the inbound pass, you can't determine if you can put your man in front of the inbound passer, but you can't jump or try to steal or anything. If you want a couple cheap plays, try this: Think a rebound is pretty easy to get with Turbo (R1) and Hand Check (O). Every time you achieve an it, the lo-lo-lo (and you're at least) an entire quarter. Takeout the star player, get it? Second, with the same 2 buttons, you can either knock a guy near the registers out of bounds and gain possession, or else do the same just as he's crossing mid-court— instant backcourt violation.

Overall, I'm really impressed with the changes they've brought to the game to make it a more explosive game. Not only is the whole pace of the game a lot quicker, but the new animations—tons of dunks, baseball passes, heaters and fade-aways, beautiful swats—really depict what the league is all about. They still haven't evaded that "slippery" feel you get, kind of like running down a bowling lane, but aside from that it looks and feels nice. Speaking of looks, the presentation as always is very "NBA", big and impressive as they emulate the NBA on TNT type style. Enhancing the whole NBA feel are tons of new camera perspectives and angles. You'll be telling your friends about the slo-mo instant replays with beautiful close-ups of all the best action shots which stem from some very creative angles. All of the sounds capture that TNT feeling as well, from the arena sounds and crowd cheers to good old Ernie Johnson, Jr. and Verne Lundquist themselves. A very quality game here from the guys who know sports.

JK

Extreme close-ups of your favorite (and not-so-favorite) NBA hoopsters!



DEVELOPER - EA

PUBLISHER - EA

FORMAT - CD

1 OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - NOVEMBER



JOE KIDD

It's fun spanking "The Rookin"

WE'VE GOT TO TALK ABOUT
COMING TO A PLAYSTATION
NEAR YOU...



NHL FACEOFF 98



FIGHT!! FIGHT!!
Take yer Gloves off!



Just in time for the beginning of the hockey season, Sony fires a blistering slap shot in the form of **NHL FaceOff '98**. Like the many other heated rivalries between EA Sports and Sony Sports, **FaceOff** has developed a healthy, nay, cutthroat competition with EA's **NHL** franchise that may be the most intense of them all. **NHL FaceOff '98** has many a hockey fan drooling over what may be the most sophisticated gameplay of any hockey title, ever.

In general, the biggest problem I have with hockey titles is the limited control and overall lack of playability in many of them. If I'm not rockin' up and down the hardcourt, or barrelin' down the turf it feels a little foreign to me. I don't think it has much to do with the slick surface, just that it has never been accurately reproduced until now. **NHL FaceOff '98** features ultra-responsive control that even the most jaded hockey fan would do flips over. This brings great comfort to my skate-weary soul, seeing as how I don't have to hold the D-pad down 5 seconds ahead of time to actually get a player going in a given direction. Nothing is more frustrating than having a game that doesn't react when you want it to—what's with that? A built-in handicap? Thanks, but no thanks. The movement is super-smooth, and the players' skating radius is so tight, that "total control" takes on a whole new meaning (I swear I caught a glimpse of Nirvana). Now we just need the power of analog control—maybe next year.

The one minor gameplay objection that I had with the game is that the players feel too light. I couldn't shake the feeling that the skaters needed a jolt of gravity and just a little taste of friction—a small physics problem, so to speak. I found that by adjusting the speed about 5 points slower, it remedied this for the most part. It still didn't have the solid feel of **NHL '98** in that respect, but made it more than bearable. So while the tempo and control is everything you could want, the feel of the skaters remains questionable.

Now let me get the nit-picking out of the way, since that's essentially what I'm doing—nit-picking a virtually flawless hockey game. People have come to love the TV-style presentation of EA Sports, and **FaceOff '98** goes wide of the net this year. Lacking is the colorful dual-commentary of EA, and the dynamic camera with intermittent zoom-ins and fade-outs. They don't have the authentic sponsors and music that **NHL '98** possesses, although some may argue that those things are secondary to the overall game. Perhaps, but if there's a game that delivers the full package, then that's the standard to beat—EA scores this year on that count. Not to sell Sony short, as what they lack in TV presentation is more than made up with an "et the game" feel. Authentic sirens and horns from each arena, lens flares (argh!) and flying Gatorade bottles will have most hockey maniacs frothing regardless of some minor omissions.

To make sure we're being fair (we are, ya know), **NHL '98** doesn't have Icon Passing. And while their directional passing is formidable, it's no substitute for the sheer beauty of **FaceOff**'s passing system. The IP in **FaceOff** enables you to do so much it's simply foolish not to use it. Whether it's leaving the puck behind for a trailer to rocket home, or the most precise 3-on-3 breakaway ever seen on the PS, it's all there with IP. The best part of IP in **FaceOff '98** is that you can see the icons of the players in front of you, behind you, and off the screen due to the use of it. Basically, the system not only gives you more control and even greater precision, it gives you a clearer view of the rink and player position in a game that is limited by the size of your monitor—good thinking, Sony.

FaceOff '98 will give you what you're looking for across the board. Not only are the controls and presentation solid, but the graphics and animation are top notch as well. You'll see separate animations for falling and getting up, secondary goalie saves, glass reverberation in 8 different locations (!) at any given time, and you can even launch the puck between your opponent's legs. There isn't much left to the imagination, as **FaceOff** leaves it all out on the ice. Now if only I could drive that darn Zamboni... **JK**



DEVELOPER - SONY

PUBLISHER - SONY

FORMAT - CD

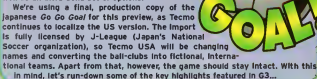
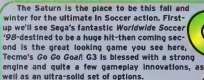
OF PLAYERS - 2-3

DIFFICULTY - ADJUSTABLE

AVAILABLE - NOW



JOE KIDD
Even the
fighting is
way cool.



BASIC TRAINING! HOT ACTION!

Just like the Saturn's soccer pedigree (WWS '98), Go Go Goal offers a great bag 'o player tricks, moves, and skills. Among the footy ammunition, players can release

flip kicks, behind-the-back-chip passes, and easily directed headers. One of G3's strongest points is its excellent controls, so enjoy these moves!

Go Go Goal has a powerful engine! While not quite in the league of Sega's *World Wide Soccer* in terms of sheer animation quality, G3 enjoys higher resolution and a better overall frame rate, that all pre-game and they look good.



NEW OPEN - TEND

PUBLISHED BY THE AMERICAN SOCIETY OF MECHANICAL ENGINEERS
3801 MARKET STREET, PHILADELPHIA, PA. 19104

FORMAT - EN

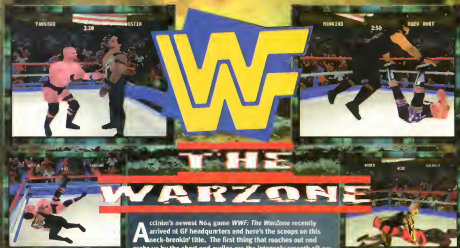
THE MAYFIELD - 1-2

DIFFICULTY - TM

AVAILABLE - 1ST QTR. '89



JACQUES STRAP
96...
68...
000000000006/



and the wrestlers animate insanely due to Acclaim's multi-million dollar motion capture studio in New York (the one used in such films as *Batman Forever*, among others). One really cool feature is that *Warzone* will be the first US-made wrestling game that will feature different stadiums.



The list of wrestlers reads like a Who's Who of mutants, freaks, and golden boys: Goldust, Bret Hart, Owen Hart, The British Bulldog, Ahmed Johnson, Cactus Jack/Dude Love/Monk, Triple H (Hunter Hurst Hemsley), Shawn Michaels, Farooq, Undertaker, Rocky Maivia (who shouldn't even be in the game because he's a really poor worker), Ken Shamrock (who was not in our preview copy), and of course Stone Cold Steve Austin in all mode the cut (very impressive given the limitations of the cart format). All of their patented bone-breakin', body-smashin' moves are in and there are five modes of gameplay: WWF Challenge, VS., Tag Team & CO Tag Team, Weapons, Cage, and Ladder. The only modes available were the WWF Challenge (that's where your chosen wrestler battles it out for the WWF Heavyweight and Intercontinental Belts) and VS. mode.

The gameplay is similar to *New Japan Pro Wrestling* (that's a VERY good thing, wrestling fanatics) and all of the moves were child's play to perform—it's all about busting the Undertaker's Tombstone on some hapless friend—YEAH! Up to four players can play simultaneously, but I only got a taste of the two player mode in the preview copy, so I can't say anything about how four players plays... yet. Perhaps the coolest feature not yet implemented in the game will be the feud mode: a wrestler will be able to interfere in a match (hit 'em with a chair), and voila, all manner of animosity! WWF: *Warzone* is due in June of '98 and all ya wrestler friends should start scraping some change together now (look under the mat, I hear they drop some shiny bobs) as it seems this could be the best wrestler since *Pro Wrestling* arrived over ten years ago (has it been that long?!). In the mean time, get those teeth fixed, head checked, and buy some new tights—this one is gonna be a banger!



		DEVELOPER: ACCLAIM	# OF PLAYERS: 1-4		ENQUIRER Enter the Tiny Stallion...
		PUBLISHER: ACCLAIM	DIFFICULTY: ADJUSTABLE		
		FORMAT: SN MD CART	AVAILABLE: 4TH QTR. '98		

EA SPORTS PGA TOUR



It's time to break out the Calloways, and see who the real sultans of swing are. Everyone's hittin' the sticks these days, and PGA Tour 98 is the first one to tee-off on the PlayStation this year. EA has had the foresight to acquire a license to the prestigious Pebble Beach Links, the godzilla of golf courses. Everyone that plays golf has a burning desire to play Pebble Beach at least once in their lifetime, and in swoops EA to provide that chance. So bust out the clubs and hit the greens—it's time for some golf, EA-style. I've always been a fan of the sport, but I've only taken a marginal interest in the vid game renditions throughout the years. However, one thing that sticks out in my mind is that there's really nothing dramatically different about this game over just renditions. With all the revelations in hot 3D angles, amazing real-time rendering and countless other industry buzz-words, I've grown a little weary of the old fashioned, saleg-o-meter-type golf EA has been pushing year in year out for time immemorial (well, maybe it's not that bad). I can't imagine going out and paying for a game like this unless you're the type of guy that just has to have every golf game in existence (you know who you are, golf junkies). For me across the expendable cash fund it has to be something new and exciting—this one's really starting to show its age.

For starters, though, EA has never been accused of not having enough features.



and options. They've always claimed all their titles with tons of extras. The inclusion of Pebble Beach alone is enough for most golf enthusiasts, but for those of us that are looking for some major changes in gameplay, well, the quest continues. If, however, you were content with last year's gameplay, the addition of 3 new play modes should make you more than happy. They include: SMRs Match, Two Match Play, and Fourballs and Foursomes (B.O.B.), then you'll be ecstatic with PGA Tour 98. The match play action puts you up against 34 top PGA Tour pros, but unfortunately Woods and some of the other big names are absent once again (ah the vagaries of licensing deals). We do have the same old Jacobsen, Faxon and Davis Love III (as usual).

What I'm looking for is not going to be found in more ways to set up and read the shot, nor in extra options. They've got these parts down like no one else, and anyone complexities they add to the actual swing (and countless options) may end up killing long-term playability. They really need to put more emphasis on player attributes, like the course, environmental conditions, and pressure situations; these aspects have

Everyone's hittin' the sticks these days.

and PGA Tour 98 is the first one to tee-off on the PlayStation this year.



never really been factors in the PGA series, and they need to be brought to the forefront going into the next generation of golf games. PGA Tour lacks a certain human element, and ends up feeling too mechanical and unimpressive. They have their work cut out for them in the coming year.

Although I must admit to getting wrapped up in the Slides competition, I started to feel a pang of uselessness as Mark O'Meara and I squared off in a little competition, with my highlight of the game coming on the 7th hole. It was a beautiful par 3 overlooking the Pacific Ocean, where the hole descended several levels below the tee. We had pushed the 4 previous holes, and now \$100,000 was riding on number 7. I put my drive less than 3 feet from the cup, but of course, I did take a mulligan, so I sank the putt for a

bird. O'Meara wasn't so lucky as his ball rolled off the left fringe into the rough, where he had to chip up and one putt for par—just a casual Snook...

The commentary of Ernie Johnson, Jr. really adds to the PGA Tour flavor. Coupled with the TV-style presentation, multiple camera angles and perspectives, you're never left in the dark. However, you are left waiting...and waiting and waiting. The incessant amount of lead time for a game that is already notoriously slow is just too painful to endure for 9 holes, let alone 18...and no, "painful" is not an exaggeration. Who has time for RT College students, maybe. Perhaps they should have launched the "Patience Mode", then we might be able to power through. As it stands, though...pain. JX



GAMEFAN
SPORTS

R
REVIEW

PlayStation

DEVELOPER - EA

PUBLISHER - EA

FORMAT - CD

OF PLAYERS - 1-4

DIFFICULTY - ADJUSTABLE

AVAILABLE - FALL

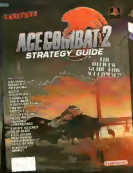


JOE KIDD
Molasses
slew...

The most in-depth
strategy guides
in the Universe!



GAMEFANTM
BOOKS



Credit
Card
Orders

Call Toll Free 1-800-609-3267

GameFan Books

Order Form

Name _____

Address _____

City _____ State _____ Zip _____

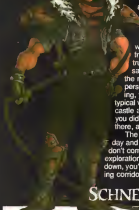
AVKSI Make checks (US funds) payable to: GameFan.
5137 Clareton Drive, Suite 210, Agoura Hills, CA 91301.

— Killer Instinct 2.....	@ \$9.95.....	\$ _____
— Night Warriors.....	@ \$9.95.....	\$ _____
— Darkstalkers.....	@ \$9.95.....	\$ _____
— Street Fighter 3.....	@ \$9.95.....	\$ _____
— Super Mario 64.....	@ \$9.95.....	\$ _____
— MK Trilogy.....	@ \$9.95.....	\$ _____
— Soul Blade.....	@ \$9.95.....	\$ _____
— Persons.....	@ \$9.95.....	\$ _____
— Die Hard Trilogy.....	@ \$9.95.....	\$ _____
— Independence Day.....	@ \$9.95.....	\$ _____
— Turok: Dinosaur Hunter.....	@ \$9.95.....	\$ _____
— Ace Combat 2.....	@ \$9.95.....	\$ _____
— Treasures of the Deep.....	@ \$9.95.....	\$ _____
— Shipping & Handling.....	@ \$1.50 ea.....	\$ _____
	TOTAL	\$ _____

(Foreign add \$3 ea.)



ドラキュラ3D CASTLEVANIA 3D



Instead of the usual assortment of reviews and previews, we've got a couple of specials this month. One is a report from the Tokyo Game Show, beginning on page 154. But to kick things off, we have the first in-depth look at the holly anticipated PlayStation Metal Gear Solid, the Nintendo 64 Castlevania 3D, and a couple other new surprises. Konami was kind enough to escort us on a visit of their Tokyo and Osaka offices, and give us behind-the-scenes access to the actual development teams that are hard at work on these titles. Thanks to our hosts and all of the interviewees!



It's hard to visualize a Castlevania in 3D, and even harder to visualize a Castlevania with no candles, no hearts, and completely new play mechanics. The few shots we have to show aren't going to help much, as they come from very early development versions of the game, and tell us very little about how the final will look and play. Fortunately, we had an opportunity to ask the developers at Konami of Kobe themselves, who were

able to shed more than a little light on what is sure to be one of 1998's most talked about titles. From what we've learned, Castlevania 3D is clearly not an attempt to simply convert the Castlevania series' well-known play mechanics into 3D form, but is instead a whole new game, rich with dozens of new systems and concepts that have never before appeared in the series.

When you begin C3D, you'll have a choice of four characters: Schneider, the brand new, whip-wielding Belmont; Cornell, an escaped prisoner, martial arts master, and werewolf (I wonder if he's friends with Gellon/J.Talbin?); spell-casting schoolgirl Carrie Eastfield; and the android Corier, who trudges through the game with a chainsaw in one hand and a shotgun in the other. The characters are said to be drastically different, with each possessing completely different weapons, moves, and uses of the new special bar that charges as they defeat enemies. Even more interesting are the differences in personality... Each character is entering Dracula's castle with a different agenda, and to get their best ending, you'll have to play them as close to their character as possible, and they're not all going to be your typical video game hero "Goody Two-Shoes" types. No matter who you choose, all four will be entering the castle at the same time, so you can expect to meet up with the ones you didn't choose. You won't be able to control them, but they'll all be there, and they won't all be on your side.

The other big new system is the introduction of a complete cycle of day and night. This figures prominently in the game, as most monsters don't come out during the day, leaving you brief periods of unimpeded exploration. But if you get caught in the wrong place when the sun goes down, you'll be in trouble. And a number of time-oriented puzzles, including corridors that open only during certain times of the day, insure that those who aren't using their wits as well as

SCHNEIDER BELMONT

Hybrid Heaven

In Hybrid Heaven, you play as special agent Johnny Slater, a member of the first team to arrive at the site of a government biological test that has gone horribly wrong... Probably. The storyline, like everything else in Hybrid Heaven, is still under development. The game isn't even due until 1999, after all.

These shots are from a version of the game that is running on development system hardware, but the producer of Hybrid Heaven is confident that his team can create a game that looks as good as this, or even better. That promised level of graphic detail and Hybrid Heaven's unique mix of adventure and RPG (including turn-based combat) elements are two reasons we'll be watching Hybrid Heaven's development very closely.





their reflexes will be stuck in the wrong place at the wrong time fairly frequently.

You can use the time system to your advantage, too. While the Castlevania series has always ignored most aspects of the Dracula myth, a lot of that will change in Castlevania 3D. For example, breaking open darkened windows when a vampire is in the sun's path will now be an effective means of attack. Vampiric legend will come into play in other intriguing ways as well. Characters bitten by a vampire won't die, but turn into vampires themselves, we've been told. Whether this effects the chosen player character or just the three NPCs remains to be seen, but either way it promises some interesting twists.

The game takes place entirely in one castle and the surrounding woods, as is generally Castlevania tradition. We've seen image renders of torture chambers, graveyards, chapels and other cheery locations that seem to suggest that while C3D may be innovating in terms of play mechanics, it's sticking to the traditional Castlevania mood. But will Castlevania make the grade in more important categories? We won't know for sure till late next year, but you can bet we'll be sticking with C3D every step of the way.

CORNELL REINHART

CONTINUITY CHECK

Japan Now is proud to present the following rambling Takumi disclaimer:

Ladies and gentlemen, we may have a problem. First of all, it's important not to panic. We're going to need to keep a clear head and work together to get through this.

Okay, here's the situation. As every public school student knows, Dracula's castle can appear only once a century. (Oh, sure, occasionally an anomaly happens, like in *Symphony of the Night*, but how often can we count on something like that?) The first game in the Castlevania chronology is the not-yet-released GameBoy "Dark Night Prelude," in which Sonia Belmont fights Dracula in his first appearance (he was supposedly born in 1431) late in the 15th century. The next game in the series is thus *Castlevania III*, in which the reigning Belmont, Trevor (Ralph in Japan), smites Dracula on his second visit to our world. Simon Belmont's familiar reign, chronicled in the first two Castlevanias, comes next, and then a century later, we get Richter Belmont from the *X* series.

That places Schneider's quest, as chronicled in C3D, somewhere near 1890. So far so good. But what, my friends, of the future? Barring unforeseen circumstances, the next Castlevania will be taking place here in the 1990's, the mere thought of which makes me shudder with fear. Even worse, that means that unless Konami wants to turn Castlevania into some sort of futuristic sci-fi series, they can't release another Castlevania until late in the 21st century, by which time we'll all be dead.

Whatever can we do? Can Konami somehow weasel out of the once-a-century rule they themselves created? Or are we doomed to play cheesy futuristic Castlevania games in which Belmonts fight Dracula in space with laser whips and jetpacks? This is a problem we cannot ignore! I urge each and every able-bodied young Castlevania fan to write a sharply-worded letter to the Secretary-General of the United Nations and demand that he get to the bottom of this. Thank you, and good night.

While *Hybrid Heaven* and *Castlevania* are each nearly a year away, Konami's first original Nintendo 64 fighting game is nearing completion and should be ready to ship this year.

Similar to PlayStation import *Lightning Legend*, *G.A.S.P.* is a fairly typical 3D fighter with a few twists. For one, you can interact with a variety of objects placed in the ring, everything from tire stacks to parked cars. Some items do extra damage when you're knocked against them (walls and stuff), and others (like the tires) actually act to cushion the blows when you're thrown into them. The game's even rumble pack compatible, so you can feel the actual experience of being smashed into an actual VW bus, something I haven't enjoyed since the carefree days of my youth ("No Daddy, no!" Er, sorry). Anyway, look for it soon!

G.A.S.P.





The buzz on Metal Gear Solid has been growing steadily since it was first announced at the Spring Tokyo Game Show. It's not hard to see why—a much beloved

NES classic being revived after 10 years for the PlayStation, and being directed by one of the game industry's most legendary figures. That buzz reached a fever pitch at this year's E3 when Konami

unveiled a two-minute video tape that revealed not only the game's expected design strengths, but also showed off a level of graphic detail never before seen on the PlayStation. The astonishing visuals led to some speculation that the game wasn't even running on PlayStation hardware yet. So

Konami invited us to visit the developer, KCEJ, and see for ourselves. The trip proved that not only was Metal Gear Solid completely for real, but that what we had been shown was only the tip of the iceberg...

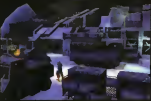
TACTICAL ESPIONAGE ACTION

METAL GEAR

S O L I D

Metal Gear remains true to its roots, as a game of stealth and strategy. Which is not to say you can't mow down lots of guards with machine guns, blow them away in massive chain explosions, and send remote controlled missiles straight at their dirty bits. It's just that it's not always wise to.

In the mission we saw, Solid Snake dashed from crate to crate, hiding behind stairwells and under desks, as he planted C4 explosives in various parts of an enemy warehouse. The tension



was high as guards walked only a few feet past Solid Snake's hiding places, exhaling steamy breath in the cold Alaska air and stretching frequently (the game's attention to detail is amazing). But the enemy AI is right on target, so as long as Snake could stay out of their line of vision and not make any noise, he remained undetected. When necessary, he'd approach unavoidable guards from behind, slit their throats, and drag them to a place where their bodies would hopefully not be discovered.

But eventually even Solid Snake slips

up, and that's when the action begins. The old *Metal Gear* 1 exclamation point pops up over the enemy's head, the previously placid (yet somehow tense) soundtrack kicks into high gear, and, if you're really unlucky, alarms start blaring. Snake's repertoire of basic moves includes a healthy variety of punches, throws, and kicks, and the ultra-cool ability of using fallen opponents' bodies as shields against enemy bullets. With that and a dozen cool weapons of his own, Snake managed to get out alive, set off his bombs, and watch as the chain reaction sent explosions blasting through the entire warehouse, killing the guards who had survived Solid Snake's onslaught.



The control is simpler than you'd think. There are only two camera angles, the main one of which has been preset in each area, allowing you to do your dirty work without having to worry about constantly adjusting your view. When a bit more precision is required, you can instantly switch the camera so you're looking through Snake's eyes.



As amazing as *Metal Gear Solid* looked, it's only a little more than halfway done. But the scenes shown on videotape already look astounding: Solid Snake firing wildly in an office building, shattering windows and sending reams of paper flying, while the ninja dodges his bullets by jumping onto office chairs that actually bend under his weight... Solid and Meryl firing back-to-back as a flood of enemies attack from both sides of a lodge-like building (complete with polygon moose-head trophies in the background), pausing only to reload... The Ninja running down a corridor full of corpses, visible only through the minute background distortion caused by his cloaking device (an amazing effect)...

Basically, *Metal Gear Solid* looks astounding. The scenes we've been shown highlight not only amazing graphics, excellent character design, and an impressive interactive soundtrack (by Tappy of *Policenauts* and *Suitoden* fame), but also hint at an adventure more challenging, engrossing, and brain-bending than any we've seen in the action category. Can Kojima's team succeed in making such an ambitious project a reality? We'll have to wait 'til Summer 1998 to find out. -Takuhi



Back Story

With digital comic masterpieces *Snatcher* and *Policenauts* to his credit, Hideo Kojima is famous for his stories. While *Metal Gear Solid* will obviously be emphasizing the action elements, it will also feature the fully involved storyline Kojima fans have come to expect.

The game takes place in Alaska, in the year 2005. Our hero, Solid Snake, is sent to a heavily guarded outpost where terrorists have gotten ahold of nuclear weaponry, and have built another *Metal Gear*, a mobile mech/tank-thingy capable of launching nuclear missiles. They have given the world 24 hours to meet their demands, or they'll

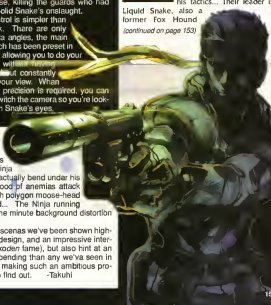
plunge the world into a nuclear holocaust.

Solid Snake is at a definite disadvantage here... While he has a full team of fellow Fox Hound (the name of his secret special anti-terrorist organization) members behind him, the terrorists are already familiar with all his tactics... Their leader is

Liquid Snake, also a former Fox Hound
(continued on page 153)



Meryl Silverburgh





On the right is game producer Hideo Kojima, the subject of this interview. Beside him is Art Director Yoji Shinkawa, the man responsible for the stunning artwork in this layout.



Before constructing the levels, the team makes models out of Legos. This is the floorplan for an underground warehouse we actually saw in the game (albeit less brightly colored).



This stunning Metal Gear model was constructed from scratch by Mr. Shinkawa himself. It was used as a guide when the actual mech was being computer modeled.

It was my understanding that all of your team's previous games were originally developed for Japanese PC formats. Why did you choose to develop on the PlayStation, and how was the experience different?

Hideo Kojima: I really don't care at all about which hardware I develop on. The original Metal Gear came out on the MSX (computer system) ten years ago. There were lots of things I wanted to do with the ideas I had for Metal Gear, but of course the things I wanted to do and the things the hardware were capable of doing didn't quite match up, and I was really only able to do about 20% of what I wanted... When I started to hear the rumors about the PlayStation and what it would be capable of, I started to think that maybe I could create a much better Metal Gear with this; that with this hardware I could do the things I wanted to do but couldn't do before.

And what percent were you able to achieve this time?

HK: About 60% (laughs).

I've noticed that Meryl from Policenauts appears in this game, and that there are references to Metal Gear.

in Snatcher. Do you consider all of your games to take place in the same universe?

HK: No, they're completely different. As for Meryl, I really liked her in Policenauts, and so I've made her Solid Snake's partner in Metal Gear Solid.

I was working on Policenauts at the same time that I was doing the initial planning for Metal Gear Solid, so that's sort of where she came from (laughs).

What are you doing about the camera angles?

HK: About 80% of the game the camera angle will be from above. But at any point you can bring the camera to the player's viewpoint, and manipulate it freely from that perspective.

Obviously, Metal Gear Solid borrows a lot from previous Metal Gear games. Will you start with nothing in MGS, as in previous games?

HK: Yes I guess it's kind of a strange for a special ops mission, but the player begins with nothing. Just his cigarettes (laughs). Oh, and binoculars. But you can take enemies' weapons and armor and get stronger as you go.

Are there more weapons than there were in the previous titles?

HK: Yes. There were lots of things we couldn't do before but we can do now with the 3D polygon graphics. For example, now you can use scopes mounted on your weapons to zoom ahead and look in any direction. We've implemented lots of stuff like that. Do

you remember the guided missile from the first Metal Gear?
With polygons, we were able to do the guided missile effect I always wanted to do. The way it works is basically the same, you can move it freely while it's

in the air, but if you use the first-person perspective view while using the missile, you can see things from the missile's viewpoint.

I had heard that Mr. Kojima and his team came to America to study SWAT team tactics. What sort of things did they learn, and how are they implemented in the game?

HK: There are lots of little things, the various costumes, armors, weapons, strategies... But the biggest thing was when we saw the SWAT teams in their training exercises, I was very impressed by the feeling of tension, and we've tried to capture that intensity in the game.

Of course, we had previous only seen them in movies, books, and television. Seeing the actual SWAT teams in action, I realized how very different they are from those portrayals, and how difficult it would be to create real SWAT action in a game.

I think the action in Metal Gear Solid falls right in the middle between the "real" SWAT and the "entertainment" SWAT (laughs).

It's like when people are sent flying by explosions in movies and TV. I don't think that that would happen in a real

explosion. But those scenes in which people are being lifted away from explosions in slow motion, pulled forward by wires, that's the reality we've learned from movies and such. While working on Metal Gear, I've been trying to maintain a balance between actual reality and that fake, cinematic reality.

I thought about putting in polygon wires to hold up the characters as they get blown back by explosions (laughs).

How many people are involved in the development of this game, and how long has it been in the works?

HK: We have a staff of only about twenty people. Metal Gear Solid has been in actual



This interview was conducted in a "round table" format, and the questions were asked by many different members of the US gaming press. Thanks to all who participated! T



These shots show the same basic area in the two selectable viewpoints. With the default view (left) you use pre-established camera angles designed to be most fitting for the task at hand. But at any time you can also choose to see things through Solid Snake's eyes (right), for a closer look at your surroundings. You can only move in the default view.

development for about a year, but we've really been planning it since we were working on *Potemkauts*. It's by the same team.

For such a major title, twenty people seems like a small staff, doesn't it?

HK: That's my personal preference. As a leader, I need to know what everyone's working on, know everyone's face, know when one of my people are sick or unhappy. I can't watch over 100 people (laughs).

When do you think your game will be ready to ship in the US?

HK: When we showed it at the E3, I was happy that it got such good reviews. I feel

really good about the American marketplace. I think that I'd like to release it at the same time as the Japanese version [Summer '98], or just a tiny bit after. I wish I could actually release it first! But the script is huge, and it's all in voice. The translation might take a while.

However long it takes, I'm sure it will be well worth the wait! Thank you!



(continued from page 151)
member (and a man whose existence begs the question: "Is there also a Gaseous Snake?" And if so, eww). His army of henchmen includes such whimsically named characters as Revolver Ocelot, Psycho Mantis, and Decoy Octopus.

There are also a number of mysterious wild cards, including an arms manufacturer apparently taken hostage by the terrorists, and the unnamed mysterious ninja who seems to be both friend and foe to Solid Snake. How the story will ultimately play out is anyone's guess.

Revolver Ocelot

Enigmatic Ninja



Autumn 1997: Makuhari, Japan

Tokyo Game Show Report

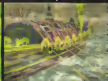


The Saturn is firmly entrenched in the #2 spot in Japan, where it's being outsold by PlayStations by as much as 10:1. Sega's actually turning their second place spot into an advantage, by emphasizing niche products and launching a new advertising campaign that stresses how hip, cool and unique Saturn games are. As their showing indicated, it's more than just hype! Sega's booth was full of innovative Saturn titles, as were the booths of ESP, Enix, and many other third parties. With a lot of surprises and a great holiday season ahead, Sega had a great show.



As everyone who has played the Prelude knows, *Grandia* is all that and then some. The only question is: "WHEN?" This show finally provided the answer: *Grandia* will be available everywhere (in Japan) on December 18th! Pray for no more delays.

Grandia



For every Tokyo Game Show, there is a different piece of image art, drawn by a different artist. This year's official piece, pictured above, was drawn by Akira Creator Katsuhiro Otomo. In a transparent attempt to make the artists feel important, the show coordinators also let the artist pick the "theme" for that particular show. The results are usually side-splittingly funny in their pretentiousness, crap like "pondering our place in the digital world."

I don't know what Otomo came up with, but the theme of this show was obvious to me: "We, the Japanese video game industry (Square excepted), apologize for having such a sucky year in 1996, and promise to make up for it by dumping 30,000 A+ titles on the market in the months of November and December."

Yep, unlike the relatively dull Spring show, this show was chock full of goodness. Over 300 games were shown, but since I don't want to write about such games as "Capricious My Baby," "Let's Make a School!!," and "Tonic Trouble" any more than you want to read about them, I'm just gonna cut out all but the cream of the crop and divvy up my 5 pages accordingly. And with the vast majority of those A-list games due in late November and December, we import buyers will have a jolly holiday season indeed. *Takuhi*

X-Men vs. Street Fighter is the first 4-meg cartridge compatible game (it's included, and still under \$70!), and

It's an astounding conversion, with 100% of the frames and no little loading time when you switch characters. Even the initial load is lightning fast! Should be out in November.

X-Men vs. Street Fighter



Island of the Seven Winds

Enix's first Saturn title (due in late November) is an incredibly captivating adventure crafted by the people who brought us the *Wonder Project J* series. The animation is beyond belief, the character design is fantastic, and the quest (in which you befriend the many strange creatures in your world, and use their abilities to solve puzzles) is both charming and unique. *Seven Winds* is one of the most innovative adventures I've seen in years.

Enix's first Saturn title (due in late November) is an incredibly captivating adventure crafted by the people who brought us the *Wonder Project J* series. The animation is beyond belief, the character design is fantastic, and the quest (in which you befriend the many strange creatures in your world, and use their abilities to solve puzzles) is both charming and unique. *Seven Winds* is one of the most innovative adventures I've seen in years.





After years of making Sonic sequel after Sonic sequel, Sonic Team is suddenly bursting with great ideas. *Burning Rangers* bears absolutely no relation to Sonic or Nights, save for its slickly intuitive play control and dazzling visuals. In *BR*, you play as a member of the elite Burning Rangers fire-fighting team, extinguishing gorgeous fires in a number of futuristic locations. The mechanics are very simple (two buttons, jump and shoot), but the unlimited double jumps, huge levels (with lots of freedom to explore) and the unpredictable nature of your enemy (doors are constantly being blown open by backdrafts and such) make for a gaming experience like no other. Producers Yui Naka and Naoto Oshima's next masterpiece ships early next year.

Burning Rangers



The playable demo of *Panzer Azel* was basically the same as the one that was shown at the E3, but a new videotape tantalized viewers with brand new scenes from much later in the game. Unfortunately, we weren't given any images from this tape, so you'll have to take my word for it when I say that *PDA* looks as if it'll be making the same graphical quantum leap that we saw in the previous two *Panzer Dragoons*. There's still no date on this 4 CD RPG epic, but sources are hinting at a December release (it's scheduled for February in the US). This, *Grandia*, and *Shining Force 3* in one month!? It's almost too much.

Panzer Dragoon Azel

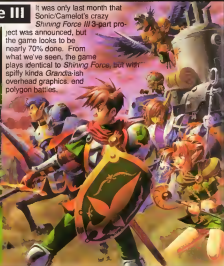


Sonic R

Looking better and better!

Shining Force III

It was only last month that Sonic/Camelot's crazy *Shining Force III* 3-part project was announced, but the game looks to be nearly 70% done. From what we've seen, the game plays identical to *Shining Force*, but with spiffy kinda *Grandia*-ish overhead graphics, and polygon battles.





Lunar Magic School

The graphics may not be so astounding, but *LMS* is as close as we're gonna be getting to an original game for some time. The game does feature a neat episodic style, a cool magic-heavy battle system (in which you can combine the various students' spells), great opening animation, and a new Iwatare soundtrack, so this fourth ESP release should be a definite purchase for Lunar fans when it hits Japanese store shelves on November 20th.



to unveil PS *Tekken 3*, but apparently pulled it out at the last minute), and Konami focusing on their chick game line-up, the task of generating PlayStation excitement was left pretty much solely on Square's shoulders. Fortunately, they had absolutely no problem succeeding. Other notable developments:

Nectaris



If you remember the original PC Engine *Nectaris*, released in the states as *Military Madness*, give yourself a gold star. If you don't, I'll educate you; Hudson's *Nectaris* games, which depicted a civil war on the moon, were easily the best turn-based strategy games in existence until the *Tactics* series came along. Now Hudson's reviving it on the PS, with fresh, lovely polygon graphics! Hot!

Lunar Eternal Blue



Kadokawa Shoten's second *Lunar* remake project has finally resurfaced! *Lunar Eternal Blue* may not have completely redrawn graphics, or a new soundtrack, but it will feature another 45

minutes of that insane *Silver Star Story* animation quality. The game will also feature a couple new dungeons that were out from the original, because GameArts claims "the Sega-CD couldn't handle them." What could that possibly mean? We'll have to wait 'til next year to find out.



Arcana Strikes



Okay, the category is potpourri, the system is Saturn: Go! *Arcana Strikes* is the new RPG from Takara, produced by Red's Hiroi

Ohji. It's a nice-looking game that has a battle system that uses collectible spell cards, over 300 of 'em, like that crazy *Magpie: The Gathering*.

Astra Superstars



Astra Superstars is Sunsoft's new air combat-based fighter, by the *Waku Waku 7* team. It uses the 4-meg RAM cartridge for lovely animation and has the same cool anime style.

Cotton 2

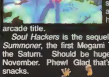


Cotton 2 is a lovely new shooter that's also a Saturn hardware-based

arcade title.

Soul Hackers is the sequel to 1995's *Dew Summoner*, the first Megami Tensei game on the Saturn. Should be huge, comes out in November. Phew! Glad that's over. Time for snacks.

Soul Hackers



Samurai Spirits IV



What does the PlayStation version of *Samurai IV* have that the Neo and Saturn versions don't? If you answered framey movement and lots of slowdown, you're probably right. But if you answered "playable Cham Cham," you'd also be right! Yep, Cham Cham is playable, exclusive in this version! No word yet as to what extent she's been changed since her first (and last) appearance in *Shin Samurai Spirits*.

Biohazard 2



Capcom's booth featured a cool live *Biohazard* horror show, complete with lots of footage from the game, included a horrifyingly huge alligator prowling Raccoon City's sewers. Even more exciting, we finally have a release month: January! Lovely!



Programmed by Yuke's (famous for wrestling games), *Soukaigi* was Square's surprise announcement at the show. This bizarre-looking title is an action game featuring something like 16 different playable characters, all casting spells and running around at lightning speeds as they fight weird mutations in post-apocalyptic modern Japan. Although it's pixelly as hell, the game looks beautiful and incredibly unique. The music is by Seiken Densetsu (Secret of Mana) composer Hiroki Kikuta and features a 40-piece, Japanese style orchestra. Another likely December title.

Soukaigi



Xenogears is the only straight RPG on Square's release list (remember when they only made RPGs?), but it looks strong enough to keep us busy 'til FF8, or whatever else they have down the line. The real-time polygon rendered overworld is beautiful (I wish we could show you more of it, but Square wouldn't give us any pictures), and the hand-drawn characters and enemies are well animated and fit in perfectly. The battle system is highly reminiscent of *Chrono Trigger* (except for the big robots) and the music actually is by *Chrono Trigger* composer Yasunori Matsuda, and should be lovely. *Xenogears* was fully playable at the show and seemed to be nearly finished, making this another likely candidate for a year end release.



Front Mission Alternative

Delayed indefinitely so Square

"can break the play mechanics," the first real-time *Front Mission* game looks great (and finished). But can the marketplace make room for another *Front Mission* so soon after FM2?



Chocobo's Mysterious Dungeon

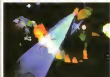
I'll be frank with you—I don't like the *Mysterious Dungeon* series of games. But this game looks beautiful, with dazzling spell effects and gorgeous FMV sequences. Even better,

Kouichi Sugiyama's soundtrack grabs you by your shirt collar, lifts you completely off the ground, and pummels you savagely with the most beautiful music you'll ever hear. I don't know if they'll fix the series' boring play mechanics or not, but I don't even really care. I'd stand in line for hours to buy this one for the graphics and music alone. Thank you, Kouichi, for making us laugh, cry, etc.



Einhander

Horizontally-scrolling "non-break" shooting from Square. *Einhander* has *Phantasma*-quality graphics, but with actual play mechanics! Comes out November 20th, should be fab!



Parasite Eve

Parasite Eve was only on video, and only the intro was shown. This worries me...

Not because the CG quality in the intro was anything less than incredible, but because Square should have a playable version by now. The game's release date is simply

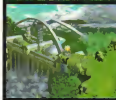
"Winter," but since the events of the game itself take place on Christmas Eve 1997, it has to come out by then... right?

Anyway, here are some shots of the game itself we cribbed from Square's web site.



Tales of Destiny

Hey, this is the best looking Super Famicom I've ever seen! Too bad it's on the PlayStation... Yep, this *Tales of Phantasia* sequel looks like a straight 16-bit port (strange considering it is an original PS game), but at least it has a neat story, fun systems, and a nice soundtrack!



Star Ocean Second Story

There was a time when one would be hard pressed to even think of a sentence in which the words "Enix" and "fruit" would both be used. Now it's hard not to, as fully half of their E3 line-up was quite simply hard-core fruit. I refer specifically to Saturn ninja penguin game *Ninpan Manmaru*, and PlayStation titles *Astro Noka*, *Eggs of Steel*, and *Bust A Move*.

But while the former three look crappy, *Bust A Move* actually looks excellent. This dance battle action game (the world's first, Enix brags, and no one can take that away from them) has stunning graphics (apparently using high-res mode), great character design, and a funky concept as you attempt to out-dance your opponent in one of a number of dancing styles, including techno, hip hop, jazz, and "sexy." Think of it as a 3D fighting game with no physical contact.

The stolid, RPG-heavy Enix of old is represented by *Star Ocean 2*, the sequel to the last great Super Famicom game. This one features luscious pre-rendered backdrops (by Links, who did a lot of the CG for *Final Fantasy VII*) with a warm, hand-drawn touch. We'll let you know as soon as we get more info on these hot titles!



Bust A Move



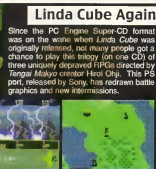
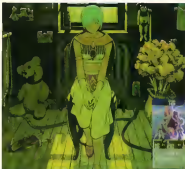
Granstream Saga

Supposedly this action-RPG, by new Sony contractor "Shade," was worked on by staff from RPG legends Falcom and Quintel. Unfortunately, the demo disc we played seemed a tad lame, as the game's poor overhead perspective made for generally bland graphics and restricted your vision to an unreasonable extent. The one-on-one battle system was great, though, and the final is said to feature excellent quality animation scenes. Out in November.



Linda Cube Again

Since the PC Engine Super-CD format was on the wane when *Linda Cube* was originally released, not many people got a chance to play this trilogy (on one CD) of three uniquely depraved RPGs directed by Tengar Makyu creator Hirol Ohji. This PS port, released by Sony, has redrawn battle graphics and new intermissions.





SILHOUETTE MIRAGE



First, I'll again proclaim that Treasure is one of my favorite game developers. They continue to bring on the action in a way only they can, never do sequels (I don't really like that part) and continue to amaze with some of the most imaginative gameplay in the known universe. That said, oh we go with the E. Storm appraisal of *Silhouette Mirage*, what could be Treasure's last Saturn game. I presume they'll move onto the new NEC/Sega console but don't know for sure. The way SOA's treated them I wouldn't be surprised if they pitched their tent in the Sony camp. If I had it my way they'd do their 1st sequel... *Gunstar 2* on the Saturn. That certainly won't happen, so I'll just get on with it.

For what it's worth, here's the story of *Silhouette Mirage*. The year is 2300X AD and judgement day has come and gone here on the planet Earth. A disaster caused by a system known only as "Ed" has divided all living things into two races with gender-specific attributes of either *Silhouette* or *Mirage*.

R REVIEW



DEVELOPER - TREASURE

PUBLISHER - PHA JAPAN

FORMAT - CD

OF PLAYERS - 1

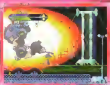
DIFFICULTY - ADVANCED

AVAILABLE - NORTH JAPAN



E. STORM
Silhouette's amazing, anyway you color it.





These new master races have powers far beyond those possessed by the Earth's previous inhabitants (us) and each species has its own ruler, who directs all underlying minions. The problem is an obvious one (a clever parable perhaps?): The two races do not see eye to eye and wara over who-rules-over-what (kind of like a global turf war) are rampant.

As the game begins, Shaina awakens from a long deep sleep. Shaina was created by the last remaining humans attempting to salvage their world. She is bred as half Silhouette and half Mirage. As she awakens she remembers her mission "find Ed, restore Earth." Knowing that one who could change the course of history has emerged, both races join efforts to prevent her

from getting to Ed. Treasure doesn't just make games, they create races of people and outer-worldly incarnations. So do many companies I know, but you have to admit, Treasure is king of the twisted storyline.

This fantastic game, a medley of boss fighting ala *Alien Soldier* and platforming ala *Gunstar Heroes* revolves around Shaina's attack mechanism. She can acquire and power up any 3 of 7 weapons, upgrading them by collecting fallen chance from beaten foes and proceeding to the



A Treasure staple: Silhouette is jammed with heavily locked characters.



Silhouette is like all Treasure games, it's jammed with mechanics. We know, we've read it from the inside many, to a surprise, without encounter, to this unforgettable mobile warship at the bottom of this page. Don't even blink—look at the Treasure zone!



nascent vendor. So, rather than roast all of the enemies from afar you must catch them with Shaina's hair and beat the uh, money out of them until you have sufficient cash... then let go with fiery death! These smeller underlings live between mega-Treasure-stylea boss encounters the likes of which must be seen to be believed. Each is a blend of classical music and eclectic, yet somehow subtle violence that will rivet you to your seat.

The 7 weapons are all a joy as you watch them grow; however, you really need only upgrade the dragon beam for true pyrotechnic glory. This weapon

(An unexplained ride around the track!)





just rocks and will surely suffice over the long and difficult haul. You'll not master *Silhouette* the first time you play, and likely not the second, nor the third. Treasure has attempted and succeeded in creating a brilliant level of longevity, though I must admit that after my 5th or so go at the last boss even I was wishing for a save feature. I can't scold, though,

for this forced longevity, as you the consumer will benefit by having to learn every nuance of this stellar performance before cracking it, and that's called getting your money's worth. The game is certainly worth exploring over and over (I just wish I could read it!).

Overall, *Silhouette*, like most Treasure games, is an experience that every Saturn owner should have the choice to take. It's a graphic feast and harbors one of the greatest soundtracks



As you battle this amazing creature, the classical accompaniment, well, it's hard to describe. Let's just say you need to go home.

ever in a platformer. It's time for SOA to pull the nose rings outta their butts and get with the friggin' program. The new ad campaign is a gross crime against humanity but nothing is worse than not knowing what is going on when a game this great is just waiting to be consumed. It's a crying shame. **ES**



Silhouette bosses are a wipe and come back. You'll spend as much time figuring out how to defeat them as you will defeating them. The two-tone aspect to the game, with the graphics and sound, provide a truly unique experience.



Don't wait too long SOA, we could really use a little Treasure...

ANIMEFAN

Before we get to the reviews, I'd like to explain a few things. First, we've recently been criticized for our constant, full-page coverage of Evangelion. Look, it's this simple: There has never been a better anime series than Evangelion, which makes it without question the best title in each edition of AnimeFan. If something is unquestionably the best, why replace it with something lesser just for the sake of replacing it? The big Japanese anime magazines often featured *Evo* on their covers for months in a row, simply because it was the best, as it is now, here in America. I hope that explains it for you. Second, we are getting a bit ahead in our coverage. *Evo 0:10* may be the last set of episodes released for a while, as episodes beyond this haven't even been released on tape in Japan yet, due to Gainax wanting to re-do some of their footage. So don't worry, we'll only be a month ahead when we do *Evo 0:10* next month. Thanks for reading, now on to the review.



By the way, we never got around to reviewing the dub of *Evo 0:7*, but there's really no reason to—it's stayed the same, generally decent quality, but somewhat mangled as usual with Asuka's lame Germanisms and what-not. But, fellow Anime fan, I know you don't buy dubs, do you? 'Course not.

Evo 0:9 contains episodes 17 and 18, *The Fourth Child* and *The Judgment of Life/Ambivalence*, which are also considered to be some of the best in the series. The thoroughly shocking, brutal, and emotionally draining Episode 18 is also my personal favorite in the series.

In this volume we learn of the existence of production model Evangelions Unit-03 and -04. EVA-04, it seems, was destroyed along with NERV Branch 2 in a freak accident related to the testing of a mysterious new experimental "S2" engine. Unit-03, however, is still intact, and is being shipped to Japan for testing. Shinji wonders who the pilot is, and it seems everyone around him knows but won't tell him. The day of the test arrives, but something goes terribly wrong: Somehow, a new, orange-patterned Angel (the 13th) invades the system of the jet-black *Evo-03*. After the Angel makes short work of Rei and Asuka, will Shinji be able to overcome his conscience and attack the berserk Eva, which still has a 14-year-old pilot inside it, perhaps one he even knows? Nick Rox

AF Review

animation: A-0
 story: A-0
 music: A-0

A++

NEON GENESIS EVANGELION

Genesis 0:9



HUMAN
SACRIFICES!

GEAR UP!

THE END OF
THE WORLD IS HERE!

BLUE SEED

THE ANIMATED SERIES

The ultimate destiny of the planet EARTH
will be decided as an elite team of
special agents faces off against an
ancient race of creatures whose attempts
to enslave humanity have given rise to man's ancient
legends of shape-shifting MONSTERS & DEMONS!

Now available on home video at

SUNCOAST
MOTION PICTURE COMPANY
We Know Movies

ADAMSON FOR
NEW GENETICITY

OV FILMS

20 films on



TENCHI MUYO! IN LOVE DVD

I have about a thousand things to say about *Tenchi Muyo! in Love*, the movie based upon the mega-popular Anime series, and I have just as many things to say about the DVD release of it. Unfortunately, I have a very small space to work with, so I'll just have to do the best that I can.

Based on the first *Tenchi* TV series, the movie opens with the escape of Kain, one of the most powerful and feared criminals in the Galaxy. Kain holds a deep hatred for the house of Jurai, and seeks to destroy any with its bloodline... especially Achika, Tenchi's mother. At about the same time, Tenchi begins to disappear, being saved just in the nick of time by the scientist Washu. She explains that something has happened to Tenchi's mother in the past, and if it isn't corrected soon, Tenchi will cease to exist. So, Tenchi and his friends are sent back to 1970, where they must protect Achika and defeat the evil Kain.

Tenchi Muyo! in Love! is one of the best examples of Japanese animation that I can think of. Every area of it is of the utmost quality, from the animation, the English and Japanese voices, the music, the story, the characters, all wrapped up in a THX-approved package. So how is the DVD version? In a word, breathtaking. Going on the fact that the LaserDisc version was the best version, up to this point, the DVD release completely blows it away. The color is far richer than you've seen, the picture quality is amazing, and the sound is top-notch. As well, it's loaded with extras, including English and Japanese vocal tracks and subtitles, interviews, lyrics, product information, four separate movie trailers, a fully animated menu, and more... Shidoshi.



ARMAGEDDON

Did you know that most anime is actually produced in Korea? That's right: The vast majority of anime ink-and-paint is NOT done in the country of its origin. Koreans do a hefty amount of production on American Saturday morning cartoons, too. I bet you're wondering "Wow! Those Koreans sure can animate. Wonder what they'd do if left to their own devices?" Hm. Actually, you probably weren't wondering that, but what you see here is the answer... *Armageddon*—fully created by Koreans, for Koreans. Taken at face value, *Armageddon* is one of the worst anime ever produced. Dig deeper, however, and the true value emerges: Pure and utter kludge. Film has long had unutterably bad, z-grade, MST3K-fodder productions which succeed for reasons their creators never intended—they're just laughably terrible. I don't think there's yet been an anime that fit into that category, but *Armageddon* certainly does.

Violently bad character design, music, direction, hokey CG done with models that obviously came with the rendering program, and a complete and utterly unfixable storyline add up to non-stop marra. Throughout the course of this choice treat you'll be giggling at the screen in total shock, exclaiming "How can this BE?" as things generally happen at random and Korean love songs chime in and out.

Yes folks, this is the hot stuff. I wholeheartedly recommend *Armageddon*, but not because it's good... it's horrible. The somewhat, uh, unorthodox score on the right is due to *Armageddon*'s ultrakludge qualities—if rated as a "true" anime, it'd probably give it an E. - Nick Kox



FEEL THE 'SEARING INTENSITY'!!
'KOREANIME' IS HERE!!



USHIO & TORA

I never really cared for Ushio & Tora, and I don't really care for it now. The story's good enough, revolving around a young lad named Ushio who's forced to release a demon sealed beneath his house by an ancestor 500 years ago by removing the Beast Spear that impales him. An uneasy alliance is formed: boy and demon VS. other demons, at least until they've been defeated, and Tora decides that, in fact, he wants to eat Ushio. But can he? Ushio now wields the Beast Spear, a weapon that inexplicably gives him a massive mane of hair, not to mention high-level fighting abilities. And, wouldn't you know it, more demons and other miscreants that need a good, Calvin-and-Hobbes-gone-mad-boy-n-his-tiger beating show up in each subsequent volume. Right, fair enough. Now to what I don't like about Ushio... nay... what I hate: The character design. These characters are, simply put, nasty. Tora's cool, of course, but everyone else is just ugly, with masses of scratches for facial shading. Some may like this look, but I hate it. In the end, I suppose it is worth getting past, as Ushio gradually develops into a fun, somewhat comedic romp. Volumes one through three should be available as you read this; four will be out in a couple of weeks. Nick Rox



RAIL OF THE STAR

Despite being based on a true story, Rail of the Star practically stands up, jumps up and down, proweests, and screams, "I want to be a Studio Ghibli anime!!" Everything from the extremely Miyazaki-esque character and production design to the unnervingly-similar-to-Ghibli of the Fireflies plot elements attempt to conjure up those good ole Ghibli feelings.

Well, if you're going to copy someone, copy the best, I suppose. Rail centers around Chiko, a young Japanese girl, and her family living in occupied Korea during World War II and the hardships they endure. That's pretty much all you need to know, I'm sure you can guess the rest—family members die, we learn lessons about how all men are, in fact, brothers, terrible things happen when WWII ends and the Japanese are forced out of Korea, but don'tcha know it, the human spirit triumphs in the end. I hope this doesn't sound like I'm belittling Rail, as it's actually pretty good (if very tacky). I just get the feeling that I've been here somewhere before. Also, I was somewhat disturbed to hear Chiko's father speaking in the voice of Jonathan Ingram (from *Robotz*; performed by Hideyuki Tsinaka). Uh, but that's just me. Yeah. If you're in the mood for some decent, somewhat predictable high-drama anime, Rail awaits. Nick Rox



TOKYO REVELATION



With the generic name and the aesthetically photocopied cover art, Tokyo Revelation doesn't exactly jump out at you. But what would you say if I told you that Tokyo Revelation is actually just the US translation of the Shin Megami Tensei series anime? Probably something like, "So what?" Fair enough. Since only one Megami anything game has come out in the US (*Persona*), I don't blame you for not caring.

But you should care, and I'll tell you why. Because Megami Tensei means one thing: public school students engaged in devil worship. Yea, high school angst and the dark arts are without a doubt the finest dramatic pairing since Tom Hanks and Russell the Dog made silver screen magic in *Turner & Hooch*. I can't explain why it appeals to me, but myself, seriously, it does. Atlas seems to be the only one who can fit those two elements together just right (witness the failure of *The Craft* as evidence that it's harder than it looks), and as a result they rake in millions of dollars annually by releasing some 7,000 Megami Tensei-related games in Japan every year.

Tokyo Revelation isn't based on any one game; it's just a typical Megami Tensei storyline in which a pick-oned kid figures out how to summon demons with his home PC. The demons turn on him, as they're wont to do, and attack a childhood friend with whom his summoner shares a palpable amount of homoerotic tension. Words like "misogynist" and such are bandied about, and the anime manages the impressive feat of introducing three or four new characters in each of its 44 minutes of running time.

Visually, the anime is great, full of cool character and monster designs. The storyline is good too, at least until it turns kinda weird at the end, but the whole thing is marred by really awkwardly translated dialogue. Still, Tokyo Revelation is definitely worth a look, especially if you're a fan of demon-summoning high schoolers, and hey, aren't we all? Takshi



KEY THE METAL IDOL



Key, the robot girl who struggles to make 30,000 friends so that she can become human, continues with her childhood friend Sakura, trying to decide how to go about her seemingly impossible task. Her life, however, is becoming increasingly difficult, as the mysterious "D" becomes more relentless in his struggle to capture her. To make things worse, one day Sakura suddenly becomes upset at Key, and kicks her out of her apartment. Luckily, Key recently befriended a strange old monk who takes her in. But will Key's bad luck put her new friend and his followers in jeopardy and will the truth behind who she really is be more than anyone around her can handle?

With volumes 2 and 3 of Key, the world of this strange robot girl continues to spiral downward into an eerie, maddening fantasy. Little bits of the anime, scattered here and there, reveal that something far greater is at work, yet they yield no clue as to exactly what it is. One of the strangest parts comes when a faint transmission begins to play through computers all over Tokyo. Later, it plays again, except this time clearer, and a ghostly female voice can be heard singing in a way that sends a shiver through your body.

That's what makes Key work as well as it does; it's got a little bit of everything from a wide variety of anime genres. Key takes all of these little bits, mixes them up together, and produces a concoction that tastes better and more appealing with every bite. And yet, with everything going on, Key never feels aimless or without direction. The only time it really stumbles is in the English dubbing, with acting quality swinging back and forth between "not too bad" and "only passable." But hey, no matter: the more I watch Key, the more I want to keep watching...and I'm sure you'll feel the same way. *Shidoshi*



GATCHAMAN

This anime (pronounced "ineens," of course) has special meaning for me. You see, as a child growing up in the small town of Glasbury (southwest England, fact fans) the original *Battle of the Planets* (*Gatchaman*) series was THE ONLY ANIME that aired on network TV. England only had three channels back then and as such we had yet to be introduced to the joys of mech war and alien tentacle sex. Anyway, as a typical eight-year-old, I was totally fascinated by the wacky costumes, cool gadgets and of course the big, big eyes that only anime can provide. *Battle of the Planets* was THE talk of the playground and I totally dug it.

Fast forward to 1994 (well, in Japan at least) and Tatsunoko produce a new OVA (3 volumes in total) based on everyone's favorite cloaked Avian quintet, with a distinctly '90s feel—meaning June has bigger breasts and shows them. Newcomer Urban Vision is responsible for bringing Gatchaman across the pond and kudos to them for providing some quality dubbing. All of your favorite Science Ninjas are here, driving their trademark vehicles and kicking Galacta ass. The animation is actually pretty decent, and nostalgia aside, it's great fun in a kind of Saturday-morning-cartoon kind of way. Love it or hate it, *Battle of the Planets* is back baby! *Knightmare*



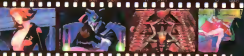
PEACOCK KING

Continuing U.S. Manga Corps' chronicling of the anime from which the classic Genesis game *Mystic Defender* sprang from, Part 2: *Rumbling Kamen Moons* features much more of what made part one an excellent piece of anime.

It seems that Siegfried von Mitzgard has taken control of Tomoko and is using her to gain the powers of the Regent of Darkness so he can end all good in the world and so on—it's a little cliché, but very cool nonetheless. Much to his surprise (and pain) it turns out that Tomoko is to be the new Mistress of Darkness, thereby setting brother Kujaku against her in a climactic battle to determine the fate of the world.

Without going too much more into the storyline, let's just say that the adventure continues the strong pace set by the first, with some pseudo-Biblical implications and various insane plot twists. The action continues at a rapid pace and the dialogue, although odd at points ("Predestination of destiny" for instance), is excellent and some decent animation rounds the package out.

If you enjoyed the first chapter, or if you're looking for something a little different and with a slightly harder edge you should do yourself a favor and check *Peacock King* out. *ECM*



AIM HIGH!

AIM FOR THE BEST IN JAPANESE ANIMATION!

TARGET LOCK

GOLDEN BOY

High finance, politics, and SEX! Life is a lesson and GOLDEN BOY is the supreme student!



TARGET LOCK

SONIC SOLDIER BORGMAN

Get ready for the final showdown between man and machine as the last three bio-enhanced humans on Earth battle against the monstrous byproducts of their own evolution!

TARGET LOCK

USHIO & TORA

A buddy film unlike any before as a boy and beast form an uneasy alliance to rid a town of its infernal infestations!



AVAILABLE AT
SUNCOAST
MOTION PICTURE COMPANY
AND OTHER FINE STORES!



ANIMATION FOR A NEW GENERATION!™

check us out: <http://www.advfilms.com>

Reader's Top 5

Here's where
you throw
down!

That's right anime fans, it's time to speak up and let us know what you're watching! List your top 5 favorite anime and send it in, attention Anime Fan! As always, we wouldn't dream of asking you to go to all the trouble of writing, mailing and stamp-licking for nothing: We'll enter you in our bi-monthly drawing (one entry per person, per month) for the 20-inch Eva model pictured below and Evangelion 1 thru 6!! Two additional prizes will be given away each month. 1st prize - a full set of Burn Up W and a Burn Up W T-shirt and 2nd prize - a full set of Devil Hunter Yohko courtesy of AD Vision!



E Storm

- 1 Evangelion
- 2 Venus Wars
- 3 Peacock King
- 4 Saber Marionette J
- 5 Burn Up W



Shidoshi

- 1 Tenchi Muyo!
- 2 Evangelion
- 3 Ah! My Goddess!
- 4 Gunbuster
- 5 The Hakkenden



Nick Rox

- 1 Shinseiki Evangelion
- 2 Kaze no Tani no Nausicaa
- 3 Tenkuu no Shiro Laputa
- 4 Tenkuu no Escaplowne
- 5 Top wo Nerae! Gunbuster



Win Your Very Own, Personal EVA-01

To register simply send your top 5 anime picks along with your name, age, and address to: Anime Fan Top Five, 5137 Clareton Drive Ste. 210, Agoura Hills, CA 91301. Grand Prize: EVA Model (the big red one) and episode 1-6 of Evangelion. 1st Place prize: complete set of Burn Up W anime and a T-shirt. 2nd place prize: set of Devil Hunter Yohko anime. For a free AD Vision catalog write to: AD Vision 5750 Blintiff #217 Houston, TX 77036. No purchase necessary, void where prohibited, yada, yada, yada.



McFarlane Toys presents manga interpretations of the Spawn legend.



Manga Spawn is one of six
action figures in Spawn Series 9.
Available on toy shelves
everywhere in mid November.



Manga Spawn character names and likenesses are TM and ©
1997 Todd McFarlane Productions, Inc. All rights reserved.



To receive your **FREE**
full color 1997 McFarlane Toys
catalog send a postcard with
your name and address to
McFarlane Toys (MT9-GF)
P.O. Box 27228 Tempe, AZ
85285-7228



WE CARRY ONE OF THE LARGEST & FINEST SELECTIONS OF ANIME CELS IN THE U.S.!!

WE GET NEW SHIPMENTS CONSTANTLY, FROM CLASSIC '60's TV SHOWS, TO THE MOST RECENT O.A.V.'s & T.V. RELEASES! FAX OR CALL US AND LEAVE A MESSAGE. WE WELCOME MAIL ORDERS! DEPOSITS MAY BE REQUIRED ON SOME ORDERS.

ANIME
W I N K



JAPANIMATION CEL OUTLET





GOURMET ANIME!

American Anime
Catering To The Animation Connoisseur

From the beginning of time, Earth has been enslaved by the powerful and grotesque Demons. The dominance these arrogant immortals hold over their helpless victims is challenged only by the noble Guardians.


Eons later, in the year 2089, few Demons or Guardians remain in Neo-Shinjuku. Humans rule the Earth; yet, deep within the dark underworld of the city, the supreme Demon is still alive and is preparing, once again, to enslave the Human race.

TWILIGHT OF THE DARK MASTER's elaborate story will transport you to a world full of ornate imagery and exotic characters.

NOT RATED - CONTAINS DRUGS AND PALENCES. RECOMMENDED FOR MATURE AUDIENCES.

SRP \$19.95 VHS ENGLISH DUBBED

SRP \$29.95 VHS ENGLISH SUBTITLED



The
Ultimate
Clash
Between
Good
And
Evil



Twilight of the Dark Master

AVAILABLE EVERYWHERE 11/11/97

© 1997 Urban Vision Entertainment

visit our web site at www.urban-vision.com



CAPCOM:

GIVING THE PEOPLE WHAT THEY WANT!

It's official, *EX2* recently debuted at Japan's AM Arcade show behind closed doors. The only tidbit we know so far is that *EX2* only has 3 (new, or regular) characters at the moment and that Capcom is using a new hardware setup. No word yet on when a home version will be available, or for which platform. Two other games that made the cut at the AM show but only appeared on video were *Star Gladiator 2* (which still runs on PS hardware) and *Street Fighter 3*. The end and only thing that is known about *SF 3* is that Chun Li is a playable character. *Star Gladiator 2* is already being converted to the PS and should be out in the 2nd quarter of 1998 in Japan, and next summer for the US... Capcom recently released a last version of their newest 20 arcade fighting game running on CPS2 (the second most elderly arcade hardware in existence—next to granddaddy Neo, of course). The name of the game is *Marvel vs. Capcom* and features—2—new—Marvel—characters: War Machine and Venom. The Capcom characters are Strider (YES!), Captain Commando, Magellan, Saitama Jin, Ryu, Chun Li, Zangief and Morrigan (what?! NO Ken?!). Also new to Capcom fighters is the ability to choose a 3rd character. The catch is that the 3rd character has only one attack and you execute the move by pushing the strong and forward button simultaneously. The only 3rd character currently available is Arthur, from *Ghouls 'n Ghosts*: Capcom has also confirmed that their first N64 game will be none other than Tekv's starring Mickey Mouse and Donald Duck.

MK4: COMING HOME...

Here's the scoop: Williams is already working on both a PlayStation and Nintendo 64 version of the game. *MK4* is due to ship in June of '98 but will most likely be pushed back to September or October (Tis the season, ya know). The N64 version of *MK4* will be Williams' first 128-meg game and could end up being a 256-meg game depending on how lean they can get the final code to run. It's also scheduled to hit PlayStation around the same time. Speaking of the arcade game, *MK4*'s 2.0 upgrade will hit arcades soon, with Ed Boon turning the RDM as we speak. The upgrade features 3 new characters: Jax, Nubb Saibot, and Johnny Cage. The story has been lightened up and there are 5 new ways to use the weapons ("Hey Johnny, spray some more blood over here..."). Oh, and each character has one new weapon. The characters' outfits can now be damaged (hmm, the possibil-

ties...) and some characters have new moves. Plus, 2.0 has new fatalities and new outfits. Williams has also told us that every Billy Midway arcade game for the next couple of years will be released for the N64—that's a big shock from the house of *Wer Gods*. That means *Bio Frenks* (lookin' good), *Cruis'n the World*, and every other game in development will come out for the N64 sometime down the line...

UP THE TREE... HOUSE.

The name for *Merlo Paint 64* has been changed to *Mario Artist* (ugh, but at least it's tentative). *Zelda 64* will not make it this year in Japan and will be pushed back to January or February (you can thank 128 extra megabits for that—not that I'm complaining). The name will also change (hooray!) and the game will sell for under \$75 in Japan. In the US the game will retail for \$69.95 (not bad for 256 megs). And get this, we even got a gold cart like the original on NES—very cool, Nintendo. As mentioned previously in *Other Stuff*, *F-Zero 64* already has a sequel in the works at NCL (Nintendo of Japan). The new version, titled *F-Zero DD* (wonder what system it's for...), will have 10 to 20 new tracks and a course edit feature. By the way, Yoshi's Story was given an official release date for Japan. The date is December 12, 1997, priced at only \$55, and the US version will come out February 8, 1998. But the biggest and most shocking news is word of the next Nintendo system (they don't waste any time), and the el' gossip guru from a publication to be named later has it ALL wrong—here's the real deal: The next machine from Nintendo will be released in the year 2001, and yes, the hardware is being produced by Silicon Graphics. The CPU in the hardware is based on a new 128-bit chip designed by MIPS, and it has RAM, graphics, video and sound processors all on the same chip. The CPU is the equivalent of 500 64-bit RISC processors and will run at an amazing 350 to 400 Mhz (here we go again). This Mhz quote is going by what the chip is currently running at and could end up being even faster, but no guarantees as this is VERY early. The biggest surprise is that the new system (N128?) is a cartridge-based machine and not CD like many would have hoped for (No, not again...when will they learn?! Oh the humanity...).

BONK 64 ANYONE?

Hopely you're sitting down for this one, cause it's a doozy... Rumor has it that the Sega/NEC Dual partnership has taken on a whole new meaning. This is entirely unconfirmed (although it comes from one of our

crack GF commandos behind enemy lines), but it seems that NEC may step in and assume command of the new console. This means that the Dual becomes NEC's much desired re-entry into the console arena (after the dismal showing of the PC-FX). So if Dual becomes NEC's project, where does that leave Sega? Well, apparently Sega may finally be going the software-only route. There is this persistent little rumor that Sega may go after a PS license! This means you could possibly see your favorite Sega titles on PS (Vf3, anyone?). Furthermore, freeing themselves from the cutthroat hardware market would enable Sega to produce titles on ANY format (N64, anyone?). We'll keep you posted on this rumor that even I don't believe!

GF EDITOR TAKES CONTROL IN SATURN DUKE NUKEM 3D!

Early in *Duke 3D*'s development, *Knights* recommended to Lobotomy an alternative control scheme that used the Sega analog pad in a similar fashion to *Turok* on N64. And guess what? They included it in the final version! But only as a code. Whilst playing the game, pause, then enter this code: YZ-ZXXYZ. A message should appear saying 'Javon's Control: On'. You can now use the analog pad to free look and the Y, Z, B and C buttons to move. A is activate, X is use item, the L shoulder button is shoot, the R shoulder button is jump, and the d-pad selects both weapons and items. With practice this control scheme allows for much more fluid control than the regular setup and is especially good for NetLink deathmatch! Groovy!

RESIDENT EVIL 2 DEMO GAMESHARK CODES

Want some new weapons and keys not available in the demo? You got it. You can even access now doors!

800A48F0 FFxx

Replace xx with the following:

- 04 - Custom Handgun
- 06 - Custom Magnum
- 0F - Sub Machine Gun
- 06 - Custom Shotgun
- 40 - 'C' Key
- 41 - 'S' Key
- 42 - 'D' Key
- 3F - Another Key

AND FINALLY...

THE SILHOUETTE MIRROR OEGUS MODE
At the Treasure logo screen press and hold X, B, Z and Start for an instant debug menu. Easy peasy.

FROM A CAVE DEEP INSIDE AGOURA...



Posty.

Hil Yes, it's no again (new is that a good or bad thing? Hah hah...) Get another couple of issues itching my brain again... and I mean itching! So again, I've come in search of answers from the current paragon of gaming truth!

1. What's up with this RAM cart biz? They MUST bring the RAM cart out here in the States! Otherwise how will all you loyal Capcom freaks get all that glorious frame-perfect-frems, arcade exact animation we crave on our Saturn? And if Saga doesn't release its 4-meg jobby, will Capcom? And if the worst comes to the worst, and no RAM cart comes out here, will American gamers be compatible with a Japanease RAM cart? 2. Terry? Where are you? What's happened to him? I miss him and all his gorgeous airbrush work! Is he gone for good, or will he be back? I started to notice a couple of tsasas ago that his presence seemed to be missing, that the appearance of Grillini Wall (as opposed to Wellington's Wall) is the way Issa kinda sealed my aspirations. Whereafter art thou, Terry?

3. Speaking of the Wall, will GF be bringing back his fat arse section ("on my knees begging for a big 'Yes I'll' Please please please please!?! I miss that section so much I always look forward to seeing what kinda tan art pops up in there (some Gulla pics, perhaps?)

4. Think you have any info on this Capcom Nation thing? One of my pals was lucky enough to go to the E3 and was nice enough to bring back a copy of it for me, and I'm really looking forward to the real thing! It seems GmxFan is also lending Gulla a hand in the process.

5. And lastly, just one more thing: Capcom, BRING GULLA BACK!!! PLEASE!!! I'll wash your floors, paint your roof, water your plants, dust your monitors, save your chickens...!! I miss him... "snitler" (and to tell you the truth, and totally no offense to any of you, but I'm sick beyond belief of Ryo, Ken, Chun Li and Sakurai. These guys are always around, whereas I never got to see my beloved blonde boy anymore!... No justice, I tell you! Again I hope I didn't offend you too much just had to get that off my chest... "oach"

Well once again, thanks for listening to me chatter! (Hopefully you're not sick of me yet?) As usual, keep on making the best dam may there is!! Oh yeah, and thanks for the info on the wait the chip thing! Sadly we don't have such products over here in the Northeast...

Jon Song
Westborough, Ma

Sick of you? Jee, how could you say such a thing? Why, it's been so long since your last bit that I've practically been suffering from 'Jen' withdrawal symptoms!

1. The official line is that the 1 meg RAM WILL NOT come out here. However you can use the Japanese RAM cart with the US version of HSH, so it's not all bad news. As for the 4 meg cart

who knows? Seeing as all the new Capcom games won't run without it, if Saga were to bring them over here, they have no choice but to release the cart. Of course, this is SDA we're talking about, so nothing's possible...

2. & 3. I now hand this letter to Mr. Terry Wellington... Thanks, Pesty. Hi, Jon!!! Yes, I'm back! I've been back for about two months now and am drawing and painting furiously. You should start to see new art flooding these pages already. You asked and now you shall receive! The infamous Wall is back (as seen last ish). We had to skip it this month but it should be a regular feature very soon. So, keep the awesome Gulla pics comin' in. Back to you, Posty...

4. Thank you, Mr. L... Capcom Nation was a ill-fated creation given away by Capcom at E3. It's a cool piece of Capcom memorabilia so hold on to it.

5. Your love for Gulla knows no bounds.

Dear Postmaster,

September GmxFan was a mixed bag. Final Fantasy VII wasn't so the cover baaaaa... Of all the magazines, I expected GmxFan to do a good FFVII cover. Oh well, it had the best looking and best written review of the game of any 'zine thanks to Nick Rox. I couldn't agree with his statements more. It is the best game ever made. How did only his Street Fighter EX review had been as on the money. I want to know who this Pod-Nick is and what he's done with the real Nick Rox. I've had thought that, all of the editors of all the magazines, Nick Rox would realize what a horrible obscenity EX is. Not a few issues ago he was grating the fact that SF3 is 2D and condemning Capcom for making EX, now he's talking about how great it is! Not only is it the worst Street Fighter since the live action movie game, it isn't even really Street Fighter! One of the local import selling stores had a copy opened to play, and I saw the abomination that is this game. Let's examine the charges against EX, shall we? 1. It wasn't made by Capcom. Its second greatest crime.

2. It's 3D. The greatest crime I can think of to do to a Street Fighter game. One of the hallmarks of Capcom's fighters has always been their amazing animation. The character animation in EX is choppy and stilted even for a 3D fighter. Oh, but well! This isn't a Capcom game, is it? Not to mention that the characters are Takken 1 blocky.

3. One word: Skellamania. "Well said."

4. By Nick Rox's own admission, the timing is filthy. TIMING IS EVERYTHING IN STREET FIGHTER!!!! Why not add a block button and a run button while you're at it?

5. Even the hand drawn character art is below Capcom's standard of quality. The USA cartoon series looks better. Think about it guys, the picture of Sakura on the cover looks like a gay dressed as Sakura.

6. Chun-Li said Sakura deserve better. They deserve to not look like they're made of Lego. When I saw Chun-Li's "Heavy Demos" win pose, instead of being cool, it made me shudder with revulsion.

7. The whole point of making a 3D fighter is to have different gameplay aspects like side-staple or grappling. EX's greatest offense is that it's 3D for the sake of being 3D.

"But Patrick," EX lovers might say, "It has a master training mode! And instant replay!! And Grillini!" No, it has a hideous mockery of Gulla that looks nothing like him. You'll pardon me if I don't bow in reverence to this piece of c*** posing as Street Fighter. Meria words cannot describe my utter HATRED for this game. Just thinking about the fact that the game exists hurts my soul, and the tears may never halt.

I trusted you Nick. I thought you understood.

I've read the pages containing any trace of EX out of my copy of this issue and will do so to all future issues containing anything on that game (unless they're in a negative context). And no, I'm not still Mr. Anti-3D. I own a copy of Total 2, and love it. But Street Fighter... Street Fighter should not be 3D.

Good-bys from a betrayed-follower, hurt and angry reader, Patrick Little, Elizabetown, TN PS. Skellamania is the stupidest character in fighting game history. Knaki Jo isn't that stupid. PSS... EX sucks the big one. Toshinden U.R.A. is a better fighting game.

Calm down Patrick! Breathe deeply. Here, let me get that foam from the corner of your mouth. Must be tough wearing that straight-jacket all the time... But seriously, SFEX is a harmless, entertaining little beef-up-up. No it's not 'proper' Street Fighter but the combos are fun and it is definitely not a worse game than Toshinden U.R.A. And you think Knaki Joa isn't that stupid-? "Guard, help! I think his straps are loosening!!"

Dear Posty,

I have been an avid gamer since the days of Pac-Man. Being in my early twenties, I still remember having guests over and brunking all with an original Pong machine. So I've been around for the ups & downs of the video game industry. I've always had a Saps from the get go. From the SMS to the Saturn. So what's up with Saps's future? I don't want to see an industry without Segn, and I know others feel the same way!

1. Any hype of seeing Street Fighter EX for the 64? The game rocks! I've played all the Street Fighter incarnations and in my opinion SFEX is a better game than SF3. Don't get me wrong, I've given SF3 a chance, but when I first saw it, it was like Capcom took a step backwards graphically. Heck, Alpha 2 looked and played better than SF3. Most of my friends agree with me on this issue.

2. Resident Evil 64? Hey, I just played the damn Resident Evil 2 on the PS and it impressed the heck out of me! "Wow, it's this good on PS, imagine it on N64." Yeah, I know it's a CD and holds more memory, but the O064's coming out, right?

3. Tomb Raider 64?

4. What the so called Black Belt comes out will it be compatible with the Saturn's library of games? 5. When's the Saturn Resident Evil Quest coming out? 6. What's this so called deal between Capcom and Saps I'm reading about?

Well thanks for your air, or in this case, your azz, Mr. "Cracker Jack" H. San Diego, CA

1. Don't let Patrick hear you say you like SFEX. He may break out of that asylum one day... As for an N64 version: no, I don't think so. Capcom's N64 development is pretty limited right now and the game didn't sell all that well for PS anyway. 2. Yoshiaki Okamoto did say something about Capcom making a Ninja version of Resident Evil for the N64 but, he says a lot of things and he's left Capcom. Oh, and FYI a CD (650mb) holds 18 times more data than the current projected spec of a O064 disk (84mb).

3. The short answer is no. The long answer is that Core was going to do a game "starring" Lara Croft (they couldn't call it Tomb Raider because Sony has the exclusive rights now) but after a few months development they decided the N64 hardware was too limiting. So they stopped.

4. Since Saps hasn't even officially announced the machine yet, who knows?

5. Resident Evil for Saturn should be in the stores now. The Dask reviews never made it.
6. There's no 'deal' as such. Capcom is just continuing to support the Saturn. Although it wouldn't be unreasonable to assume that Sega has given them something in return. Hmm...

Hey Postmeister,

Satoru I got into this letter I's like to say how "completely" impressed I was with the September ish. All of you did an outstanding job. The editorials were well thought out, the viewpoint crew obviously had a blast with all the quality titles, Fox was looking tasty in DINK, Japan Now was genius, etc. Point is fact: you all have put together one of THE most enjoyable issues I've ever read. Now on to the questions.

1) How many readers out there have written to Sony about getting us Total 2 (US version). We need to get Sony to commit to taking the chance on both Total 2 and Zero Divide 2.

2) To all who would attack FFVII - get a life!! As I'm digging deeper and deeper into this "experience" I find myself in complete admiration & awe. While said game is running I don't have the mental capacity to think of anything except how lucky I am Square exists. Period.

3) Thank you for covering BoFIII and Sage Frontier. I've been wondering about them both. Now I eagerly await them.

4) I love 2D, but I hope PS owners aren't forced to endure anymore "less than complete" Capcom 2D fighters (SFA2 was cool, however, I did when I found there was no Evil Ryu).

5) What info do you have on US release dates for Front Mission Alternative and Spectral Tower 2?

A. Rodriguez
Milwaukee, WI

1) Not releasing Total 2 is Square's decision, not Sony's. If you're going to send letters to anyone, send 'em to Square! As for Zero Divide 2, there's been no announcement. Time Warner brought the first one over, so if anyone's going to release it, it's them.

2) Right on! You tell 'em!

3) Sage Frontier is due to be released late this year/early next year and we'll won't be out till the middle of next year. But hey, at least they're coming!

4) After Marvel Super Heroes I don't think PS owners are going to get ANY Capcom 2D fighters to complain about. But hey, PS SF Alpha 2 Gold (in the SF Collection) has Evil Ryu.

5) Square is currently "considering" Front Mission Alternative for a US release (it hasn't even come out in Japan yet) but I don't think Spectral Tower 2 is going to make it. Of course, I could be wrong.

Dear Pasty,

Oh RPG, Oh RPG, I must proclaim my love of thee,
Not even 'special eggs' can match the savor of 'growing' that you heath.
To take a lowly frightful lad, and dress his body armor clad,
To plant a shriveled heart of fear, and grow it to a soul of steel.
And enemies so once abound, now lie in graves under the ground.

Oh RPG, oh RPG, my tactics you navor try to hease.
You till me up, with spells galore, and treasure tilting the floor.
You help me strong upon the ropes, with plot that rival daytime soaps.
I belted through your meaty fates, you saved me from my meadane woes.

Both King's Field I and King's Field II, provided splendid points of view.
Then Subspace, and then Wild Arms, bestowed me with their many charms.
But FFVII, FFVIII, the Gods have dropped you high from heaven.
Your sights are sweetness on the eye, with summon spells that mesmerize.
It's of your bliss I will remember, till Parasitos bellow December.

Oh my beloved 64, your virtues are what I adore,
But till the time your 'roles' appear, it's Sony that I hold so dear.
And as new prospects run to light, there's but one star amongst the eight.
For GameFan will forever be, my talibela source of RPGs.
Tomas
Stoney Creek, ON

Hum. Poignant contemporary (historic) or side splitting comedy...
You be the judge.

Write to me on 111 turn for President

The PS Store

5137 Clareton Dr. Suite 210
Agoura Hills, CA 91301

ADVERTISER'S INDEX

ACCLAIM	42-43
ACTIVISION	11-13
AD VISION	163,167
ANIME WINK	170-171
ASC GAMES	5,29
ATLUS	79
CAPCOM	101, 103, 105-107, 109, 111
CORNER DIST.	178
CRYSTAL DYNAMICS	112-113
EIDOS	8-9, 25, 74-75
ELECTRONICS BOUTIQUE	81
FOX INTERACTIVE	65,67
FUNCO	177
GAME BROS.	178
GAME CAVE	182-189
GAME DUDE	178
GAMES ETC.	181
GAMESCAPE	176
INNOVATION	139
INTERACT	60-61
KONAMI	190-IBC
LUCASARTS	6-7
MAC O'RIVER	121
MASCO	178
MIDWAY	15, 35, 77, BC
NAKI	123
NAMCO	2-3, 36-39, 88-90
NINTENDO	IFC-1
PNL VIDEO	178
PSYGNOSIS	31, 33
SEGA	16-17, 26-27
SIRTECH	25
SONY	46-47
STICK JOY GAMES	178
TELEGAMES	34
T-HQ	21
TITUS	117
TODD MCFARLANE	169
TVT RECORDS	99
UBI SOFT	115
UNIVERSE VIDEO	181
URBAN VISION	172
VIDEO GAME LIQUIDATORS	178
VIRGIN	87
W.I.T.	180
WARNER HOME VIDEO	19

We Specialize in Express Mail Order

Lots of Titles to Choose From

Call us for all those hard to find older titles. We carry all import & domestic titles.



Complete line of hardware software and accessories. We match the competition's prices.



Speak to our friendly and knowledgeable Game Advisors



Extreme G
\$64.99
Oct. 17th

N-64 Special

Nintendo 64 System
with choice of Mario 64,
Mario Kart, Tetrisphere or
Blast Corps
only \$209.00



Nintendo 64

Extreme G	Oct. 17	\$64.99
StarFox	Available now	\$64.99
Mission Impossible	Oct. 1	\$69.99
Golden Eye	Aug. 25	\$59.99
Clayfighter 63 1/3	Sept. 16	\$69.99
Hexen	available now	\$69.99
ISS Soccer	available now	\$69.99
Goeman 64	available now	\$89.99

Sony Playstation

Blasto	Oct. 21	\$42.99
Fighting Force	Call	
Final Fantasy VII	Sept. 2	\$49.99
Steel Reign	Sept. 16	\$42.99
Intelligent Cube	Sept. 30	\$42.99
CART World Series	Sept. 30	\$42.99
Treasures Of The Deep	Sept. 23	\$44.99

Sony Playstation

Riven: Sequel To Myst	Oct. 28	\$47.99
F-1 97	Oct. 7	\$39.99
G-Police	Oct. 14	\$47.99
Shipwreckers	Oct. 28	\$47.99
Bushido Blade	Oct. 7	\$42.99
Parappa The Rappa	Oct. 14	\$42.99
Armored Core	Oct. 21	\$42.99
NHL Faceoff 98	Oct. 28	\$42.99
Bravo Air Race	Call	
Ghost in the Shell	Call	
Time Crisis	Call	

Saturn

NHL Breakaway 98	Sept. 30	\$44.99
Sonic Jam	Call	
Magic Knight Rayearth	Call	
Tecmo Stackers	Call	
Lunar Directors Cut	Call	

PlayStation Special Offer!

Sony Playstation System

Extra Controller
& any game only

\$209.99



Treasures Of The Deep
Sept. 23 \$44.99

Order Only Line:

800-200-5422 For information **714-986-1050**

We have locations throughout Southern California, call for the store nearest you

hours m-sat 10-8 sun 11-6 pst

All Major Credit
Cards Accepted






CODs welcome

Funco Mail Order

Nintendo			SNES			SEGA			PlayStation			GameBoy		
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115
116	117	118	119	120	121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140	141	142	143	144	145
146	147	148	149	150	151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
176	177	178	179	180	181	182	183	184	185	186	187	188	189	190
191	192	193	194	195	196	197	198	199	200	201	202	203	204	205
206	207	208	209	210	211	212	213	214	215	216	217	218	219	220
221	222	223	224	225	226	227	228	229	230	231	232	233	234	235
236	237	238	239	240	241	242	243	244	245	246	247	248	249	250
251	252	253	254	255	256	257	258	259	260	261	262	263	264	265
266	267	268	269	270	271	272	273	274	275	276	277	278	279	280
281	282	283	284	285	286	287	288	289	290	291	292	293	294	295
296	297	298	299	300	301	302	303	304	305	306	307	308	309	310
311	312	313	314	315	316	317	318	319	320	321	322	323	324	325
326	327	328	329	330	331	332	333	334	335	336	337	338	339	340
341	342	343	344	345	346	347	348	349	350	351	352	353	354	355
356	357	358	359	360	361	362	363	364	365	366	367	368	369	370
371	372	373	374	375	376	377	378	379	380	381	382	383	384	385
386	387	388	389	390	391	392	393	394	395	396	397	398	399	400
401	402	403	404	405	406	407	408	409	410	411	412	413	414	415
416	417	418	419	420	421	422	423	424	425	426	427	428	429	430
431	432	433	434	435	436	437	438	439	440	441	442	443	444	445
446	447	448	449	450	451	452	453	454	455	456	457	458	459	460
461	462	463	464	465	466	467	468	469	470	471	472	473	474	475
476	477	478	479	480	481	482	483	484	485	486	487	488	489	490
491	492	493	494	495	496	497	498	499	500	501	502	503	504	505
506	507	508	509	510	511	512	513	514	515	516	517	518	519	520
521	522	523	524	525	526	527	528	529	530	531	532	533	534	535
536	537	538	539	540	541	542	543	544	545	546	547	548	549	550
551	552	553	554	555	556	557	558	559	560	561	562	563	564	565
566	567	568	569	570	571	572	573	574	575	576	577	578	579	580
581	582	583	584	585	586	587	588	589	590	591	592	593	594	595
596	597	598	599	600	601	602	603	604	605	606	607	608	609	610
611	612	613	614	615	616	617	618	619	620	621	622	623	624	625
626	627	628	629	630	631	632	633	634	635	636	637	638	639	640
641	642	643	644	645	646	647	648	649	650	651	652	653	654	655
656	657	658	659	660	661	662	663	664	665	666	667	668	669	670
671	672	673	674	675	676	677	678	679	680	681	682	683	684	685
686	687	688	689	690	691	692	693	694	695	696	697	698	699	700
701	702	703	704	705	706	707	708	709	710	711	712	713	714	715
716	717	718	719	720	721	722	723	724	725	726	727	728	729	730
731	732	733	734	735	736	737	738	739	740	741	742	743	744	745
746	747	748	749	750	751	752	753	754	755	756	757	758	759	760
761	762	763	764	765	766	767	768	769	770	771	772	773	774	775
776	777	778	779	780	781	782	783	784	785	786	787	788	789	790
791	792	793	794	795	796	797	798	799	800	801	802	803	804	805
806	807	808	809	810	811	812	813	814	815	816	817	818	819	820
821	822	823	824	825	826	827	828	829	830	831	832	833	834	835
836	837	838	839	840	841	842	843	844	845	846	847	848	849	850
851	852	853	854	855	856	857	858	859	860	861	862	863	864	865
866	867	868	869	870	871	872	873	874	875	876	877	878	879	880
881	882	883	884	885	886	887	888	889	890	891	892	893	894	895
896	897	898	899	900	901	902	903	904	905	906	907	908	909	910
911	912	913	914	915	916	917	918	919	920	921	922	923	924	925
926	927	928	929	930	931	932	933	934	935	936	937	938	939	940
941	942	943	944	945	946	947	948	949	950	951	952	953	954	955
956	957	958	959	960	961	962	963	964	965	966	967	968	969	970
971	972	973	974	975	976	977	978	979	980	981	982	983	984	985
986	987	988	989	990	991	992	993	994	995	996	997	998	999	1000

Holiday Hours: Mon-Fri Oct 27 thru Dec 19 9am to 9pm. **Saturdays:** Nov 1 thru Jan 3 10am to 4pm.
Sundays: Nov 30 thru Dec 26 10am to 4pm. **Closed Oct 31, Nov 27, Dec 24-25, Dec 31, Jan 1.**

We Accept:   

Personal Checks and Money Orders Are Also Accepted.

Funco Order Form

Name _____
 Address _____
 Phone (____) _____
 System Title _____ Qty Price _____

RUSH DELIVERY!
 is available on all in stock items

These are Partial Lists More Titles Available!
 We also offer: **Sega CD & Nintendo 64**
 Want Something? Can't Find It?
WE'VE GOT IT!
 We Sell Previously Played Video Games and Accessories at Great Prices. We also Sell New Products!
CALL FUNCO TODAY!
612-946-8117

Funco Order Form

Name _____
 Address _____
 Phone (____) _____
 System Title _____ Qty Price _____

1. _____
 2. _____
 3. _____
 4. _____

Tax _____
 Shipping _____
 Handling \$4.00
 Total _____

To purchase Call for Current Prices, send check, money order, or credit card number to Funco, Inc. 10210 West 78th Street, Minneapolis, MN 55444. Add \$5.99 per item (\$3.66 per item for shipping and \$4.00 handling charge). For Canada: Game: \$10.00 and Video: \$12.00. Please double the per item charges. Payment call for all other international countries. C.D., C.T., V.I. In KS, MA, MD, MI, MN, NY, NY, OH, PA, RI, TX, VA, WI, & WI residents please add applicable sales tax. All prices based on US funds. Most games delivered within 7-10 business days. Generously games don't come with boxes or manuals. We are sorry but we can't accept requests for them. Rush delivery is available. All sales are final. Collectors replaced with same item. All prices are subject to change. We reserve the right to refuse any purchase or sale. ©

All Games Come With a 90 Day Warranty!
ONE YEAR Warranties are Available
Hours: Mon-Fri 9:00am to 7:00pm Central
612-946-8117

NEW! Online Ordering!!
<http://www.funcoand.com>

Win a \$25 Funco Gift Certificate!

DOWN

1. In Final Fantasy 7 you join the Resistance

ACROSS

2. A flower girl in Final Fantasy 7

3. Rule of currency in Final Fantasy 7

5. The evil corporation in Final Fantasy 7

UP

4. Final Fantasy 7 begins in the Industrial Complex

Funco Mail Order Certificate

Forfeit Rules: No purchase necessary to enter. Complete the numbered puzzle on 1 out of 10 and then mail, using your name address and phone number 1.

Funco Mail Order Certificate. P.O. Box 10210 West 78th Street, Minneapolis, MN 55444. All correct entries will be entered in a drawing. Entries must be postmarked no later than November 30, 1997.

GAMEFAN ONLINE

Check out our
web site!
www.gamefan.com

The Mall

Visit the GameFan Online Mall for Great Deals from these advertisers

Wholesale Inquiries Only

Corner Distributors

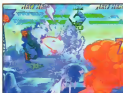
VIDEO GAME DISTRIBUTORS

Over 43 years of quality service



We carry all domestic
and **import** games,
accessories, peripherals.
You name it we got it!

We carry Tamagotchies!



X-Men Vs. Street Fighter Capcom/Sega Saturn

The Best Sales Force in the Industry!

Ask for the team of gaming experts: Todd, Rudy, John, George & Little Gary.

Dealers Only please:

For International Orders

800-966-0852 718-881-7800

Fax # **718-881-7959**

Call For Our Newest Specials

We Ship UPS & FEDEX Air Saver • Orders Guaranteed 2-3 Days Anywhere. You Pay Only Ground Rates

Call to prebook these hot titles now!



LUNAR Sega Saturn/Walsh/Sega



Monopoly
PlayStation/Habro
Interactive



ONE PlayStation/American softworks



WCW Nitro THQ/PlayStation



Tomb Raider 2 PlayStation/Eidos

P&L Video Games



Look for daily game tips on our website



Too Cheap
To Pass Up!

**SEE OUR
ONLINE
CLOSEOUTS**

Online Hassle-Free Ordering

Visit our Website: www.plvideo.com or call 800-992-6588
Filled Wall-to-Wall with Import & Domestic
Video Games (every format), PC Games,
Computers, Accessories, Toys, and More.
1465 N. Hacienda Blvd. La Puente, CA 91744

800-992-6588

Information Line
818-917-5414

**FREE
Classified
section
online**



Open 7 Days
a week
Daily Tips
& Tricks

www.plvideo.com

The #1 Jaguar, Lynx, 3DO Source!

**VIDEOGAME
LIQUIDATORS**

Atari Jaguar
CD system
**\$59 New
\$49 Used**



- Atari Jaguar CD/Cart games from \$5.00
- Atari Jaguar 64 system from \$20.00
- Lynx II system \$54.00 new with 4 games (Brit's Ted's Adventure, Klax, Shido, Chino Challenge)
- Lynx II System used \$20.00
- Lynx games \$10.00 each
- 3DO games from \$3.00
- 3DO system from \$69.00
- Sega 32X, Sega CD games



Tel: 818-505-1666 Fax: 818-505-1666

www.vglq.com

GAMEFAN
ONLINE

Check out our
web site!
www.gamefan.com

The Mall

Visit the GameFan Online Mall for Great Deals from these advertisers



**WE BUY & SELL
NEW & USED**
nintendo
N64
PLAYSTATION
seg
SATURN
nintendo
SNES
ATARI GAMES AND
ACCESSORIES
VERY COMPETITIVE PRICES

- WE ACCEPT MAIL ORDERS—CALL FOR CATALOG
- KNOWLEDGEABLE CUSTOMER SERVICE REPS
- 30-MONTH FREE DRAWING (ONLINE ONLY)
- SEE WEBSITE FOR MORE DETAILS
- VISIT OUR RETAIL LOCATION OR CHECK US OUT ONLINE @ WWW.STICKJOY.COM



315A HERRON AVENUE • GLASTONBURY CT
PH 860 267-4343 • FAX 860 439-6590
STORE HOURS MONDAY - FRIDAY 12-30 PM
SATURDAY 11-7:30 PM & SUNDAY 13-6 PM

WHEN REALITY SUCKS, COME VISIT STICKJOY™



GameDude

*"Your best source for Rare
and Hard To Find Games!"*

- We have a huge selection of all types of games, from the 8-bit NES to N64!
- New & Used—We buy Games
- Try before you buy at our retail location
- Excellent service
- Low Prices
- We also buy & sell CD-ROMs for PC & Mac



Give us a call!!

12104 Sherman Way, North Hollywood, CA 91605
Tel: (818)784-2442 • Fax (818)784-4851
Business hours Mon-Sun 11am-7pm PST
www.gamedude.com/gamedude



MASCO
DISTRIBUTORS

*"Your #1 source
for supply of
video games"*



• Nintendo 64 • Sony PlayStation • Sega Saturn • GameBoy games and all kinds of accessories from Neki, Nyko, ASCII, Interact, Innovation, Madcats, etc.

**Dealers, Wholesalers and
International Inquiries welcome!**

We ship UPS, FedEx, DHL and Airborne

All ground orders delivered in 3 days

5095 Mahony Way, Vernon, Los Angeles, CA 90058
Tel: (213)581-8118 • Fax (213)581-8111
E-mail: mascoent@sarrthlink.net
E-mail: mascoedist@aol.com

www.game-source.com
www.mascoedist.com

It Pays To Advertise In The Mall!

Call today to place
your ad here!

Contact Julie Segal at:
818/706-3260

jsegal@metropolismedia.com



Game Bros

Import and Domestic



PC



<http://www.gamebros.com>

Phone: (360) 705-4263

Email: gamebros@gamebros.com

Retail and wholesale worldwide



Your #1 Video game Distributor



Fax us your needs •Pre-books •New Releases •Japanese Imports
•Fast same-day shipping our specialty!!!

Fax (305) 668-0142



San Francisco Rush

by Midway



Mace

by Midway



Last Bronx

by Sega



MRC

by Sega of America



F1 Pole Position 64



Abe's Oddysee

by GI Interactive



Croc

by Fox Interactive



MDK

by Playmates Interactive



•Raise your sales and profits with our low prices, quick service and extensive inventory
Fax (305) 668-0142 *Just minutes away from the Miami International Airport
All rights reserved. Any and all character names are trademarks of their respective companies.

Import and American Nintendo 64 Playstation and Saturn.

Now you can buy at the lowest unbeatable prices. Think of it!

Saving \$10, \$20 or more

Universe Video Games

Light Years Ahead Of The Competition With Down To Earth Prices

Nintendo 64

R64: game converter with purchase of selected titles.
Play Import or American N64 games on any N64 system.

Bombberman
Master's Golf
Wild Dropers
Diddy Kong Racing

Super Robot Battle
Olympic Games '96
NFL Quarterback Club
Aero Fighters

Top Gear Rally
Snowboarding 64
Duel Heroes
Dormellen Twir
Formula Baseball

Legend of Zelda
Duel Heroes
WCW vs. WWF
Madison Football

PlayStation



Free system upgrade with
purchase. Play any ps game on
almost any ps system.

Dragonball Final Bout
Critical Blow
Blondie Rival Fighting
Tale of Destiny
Rurou Na Kurehin

Phoenix
Evangelion
Ramen 1/2
Sailormoon
Enhancer

Bourneym Super
Fruit Mission 2
Subversion 2
Real Robots Attack
Breath of Fire 3
Duel or Alive

Golden 2
Armor of Virtues
Overblasts
Sound Garbaku
Crime Crackers 2
D&D Legends

SEGA SATURN

FREE Saturn converter with purchase of select Saturn titles.
Play import or domestic Saturn games on any Saturn system.

X-Men vs. Street Fighter
Samurai Shodown 4
Virtua Fighter Wrestling
Dragon Ball Legends
Super Robot Wars F

Evangelion
Duel or Alive
Cotton 2
Fuk Down
Sailormoon

Sigma Tennis Car
Shining Force 3
Layer Suction
GT 24 Racing
Pro Wrestling

Moon
Golden 2 Volume 2
Anarchy in Nippon
Punch O'Clock 3
Tench Miao

★ Guaranteed ★

Lowest Unbeatable Prices In The Universe

Import Games starting at \$14.99

24 HOUR VIDEO GAME HOTLINE CALL FOR TITLES 919-872-2440

Mastercard, VISA and C.O.D. accepted
Instant cash for select systems and games.

Nintendo 64, Playstation, Saturn, PC CD ROM,
NEO-GEO CD, Jaguar, SFC, Animation, MD, Game Music,
Wallscrolls, Toys, PC Engine and much more.

Overnight delivery. Call today. Play tomorrow.
Monday-Sunday 10:00 am-7:00 pm E.S.T.

919-872-2440 FAX 919-872-6701
Dealer and Wholesale Inquiries Welcome.

G.E.M.

International

A Division of Games etc.

SPECIALIZING IN JAPANESE VIDEO GAMES

Playstation

Final 2
All right 2
Alundra
Cyber Racer
Ramen 1/2
Macross V.F.X
Mushihime B's
Fables of Fantasy
Overlord Super
Hannya
Baby's Highway 2 + K2

Saga Frontier
F2 Frontier
Time Crisis
Dragon Ball Final
Gunslinger
W/Chorus
Sf Fighter Vt X-men
Breath of Fire 2
From Mission 2
Metal Gear
Baby's Highway 2 + K2



Saturn

Grandia
Mazetta
Fire Pin Wrest
Saturn Converter
(USA/JPN)
Samurai RPG
Sf Fighter Vt X-men
Waku Waku 7
Cyberbass
Star Wars
Langrisser IV
Samurai 4
Super Robot Wars F
Golden 2 Version
Thunder Force 5
K2

Nintendo 64

Blade and Barrel
Ray Limit
Wild Choppers
Ramp Wrest 64
Bombberman 64
Golden 5
Jungle Juice 1/2
Tench Miao 64
Sonic Wings
Saturn Converter
(USA/JPN)



SNK



Neo Geo

Samurai RPG
CD2 (Profile Speed)
Real Bout Special
Magical Drop 2
KOF '97
Palmar 2

THIS MONTH'S SPECIALS

Dragon Ball Final (PS)\$69
Tobit 2 (PS)\$69
Last Bronx (SS)\$69
Thunder Force V (SS)\$69
Waku Waku 7 (SS)\$59
Sky Target (SS)\$39
Ace Combat 2 (PS)\$39

**CHECK WITH US FIRST! WE GET THEM FAST
AND OVERNIGHT DIRECT FROM JAPAN!**

CALL NOW: 415-731-1683

VISA, MC, C.O.D. Wholesale Welcome

Retail Shop: 1610 22nd Ave., San Francisco, CA 94122
Fax: 415-561-8736

All trademarks/trademarks are property of their respective owners. CA, res. & 8% sales tax. All final list. Price and availability subject to change without notice.

All rights reserved for all parties mentioned. We reserve the right to refuse any sale, trade or purchase. Games are subject to availability.

Exclusive Final Fantasy Video Offer!!

FINAL FANTASY

ファイナルファンタジー

MUSIC PACKAGE SPECIAL!

Live the experience full fold. Purchase any volume of the ingenious FF the animated movie and receive the entire original musical score (Vol. 1 and 2 CDs) for **\$34.95 dubbed** or **\$44.95 subtitled**. Anime sold separately \$19.95 dub \$29.95 sub. Music sold separately \$19.95 each.



Exclusive Offer!

Available only at Game Cave!

Final Fantasy Videos!

Game Cave accomplishes what was believed to be impossible. After 2 years in existence on the shores of Japan, the absolute epic adventure of Final Fantasy the animated movie comes to your home, via Game Cave. Travel across lusciant landscapes, on the backs of Chocobos, avoid grin bombs, and wage war against the mighty enemy airships, backed with the classical FF theme songs that we have all grown to love. Four volumes of Final Fantasy animated wonder now available Exclusively, only at The Cave.

Dubbed \$19.95 ea.

Subbed \$29.95 ea.

All four episodes on two video tapes.



GAME CAVE

Open 7-Days A Week Mon. -Thu. Fri. 9am - 7pm Sat. & Sun. 9am - 5pm PST Visit Our Web Site: www.gamecave.com Visit our showroom: 421 E. Huntington Dr. Monrovia, CA

Master Card, Visa, Discover, American Express and C.O.D. are welcome. C.O.D.'s are cash, certified check or money order. Deposits and handling are extra. All orders placed before 11:00am PT are processed. Prices are subject to change without notice. Subscriptions: Please allow 4-6 weeks for shipment. Game Cave is not responsible for inaccurate pricing. See for complete product offer. Publications: California residents please add 6% sales tax.

INFO
LINE

1-626-930-1300

Orders Only, Toll Free: 1-888-GAME-CAVE

GF0011



PAID ADVERTISEMENT

GAME CAVE

Everything for the gaming enthusiast

"YOU HAVE WAITED ALL YOUR LIFE FOR THIS!"

Hopetully you have caught your breath after the viewing of our first page. Yes it is true, the first Game Cave exclusive. Final Fantasy the anime series, just in time for the holidays. Game Cave now carries Dragon Ball Z action figures at unbeatable prices, as well as the new Rush and Riding Armor from Rockman 8 and the X series. Turn the following pages to reveal even more wonderful products, perfect for filling all those Christmas wish lists. Also, be sure to give us a call every Monday to hear about Game Cave's amazing Monday Specials. The revolution is building fast, we hope that you will join us along the way. Experience Game Cave today!!!



Rockman 8 Rush
action figure: \$23.95



Rockman X Riding Armor
(14"x12.5"). \$79.95

DRAGON BALL Z



DRAGON BALL Z ACTION FIGURES

These angry bunch of angels need no introduction. Beautifully painted hand-crafted, with movable arms and legs. Super Saiyons and Non-saiyos attitudes. Call Game Cave today to order any of our DBZ figures. Simply blowing away the competition!!! ALL CHARACTERS RANGE FROM \$11.95 TO \$17.95



NOVEMBER



FF 7 STOCKING SHUFFLER

Stuff these stockings for FF 7 org music with your choice of any FF 7 action figure. \$64.95



NEO GEO CD CHRISTMAS SPECIAL

Here's how you can enjoy the holidays! The CD 501 contains the exclusive title names: Neo Geo CD 501, Neo Geo CD 502, Neo Geo CD 503, Neo Geo CD 504, Neo Geo CD 505, Neo Geo CD 506, Neo Geo CD 507, Neo Geo CD 508, Neo Geo CD 509, Neo Geo CD 510, Neo Geo CD 511, Neo Geo CD 512, Neo Geo CD 513, Neo Geo CD 514, Neo Geo CD 515, Neo Geo CD 516, Neo Geo CD 517, Neo Geo CD 518, Neo Geo CD 519, Neo Geo CD 520. \$399.95 (Unbeatable!)

PAID ADVERTISEMENT Nintendo Video Games



BOMBERMAN 64 IMPORT The little bomber that brought us all hours of addictive puzzle solving mayhem enters a new world, 4 players at a time. Goodness! **\$79.95**



BANJO AND KAZOOIE U.S. And we thought that Mario 64 was the end it all game when we first witnessed it. Wrong! Banjo & Kazooie introduces a new beginning. **CALL!**



HYPER OLYMPIC IMPORT Bring the Olympics into your living room. The N64 is really starting to AMAZE. Is that real snow??? **\$89.95**



CHAMELEON TWIST IMPORT Mr. Chameleon you have done what was undone, hanging fan while you run at the bradlides can? **\$69.95**



GENSLER #5 IMPORT If you haven't met my friend yet, now is the time **\$79.95**



WILD CHOPPERS IMPORT The most realistic flight control ever to hit home. (Finally) Military action and bullet carnage galore. **\$89.95**



AERO GAUGE IMPORT As the anticipation grows daily for the ultra cool F-Zero 64, Aero will ease the pain nicely **\$93.95**



YOSHI'S ISLAND IMPORT Yoshi has been in gaming subalternation for a while until now. Introducing the new Yoshi, in a world beyond words. **\$93.95**



AEROSMASHERS ASSAULT Nothing can prepare you for this N64 assault. **CALL!**



REV LIMIT IMPORT I think we have waited long enough for this game don't you think? Actually it was worth the wait. **ROCK STUFF! CALL!**



DORAEMON IMPORT Based on one of Japan's most lovable anime characters comes a 3D Mario-esque style action game. Choose from 1 of 5 different characters. Never coming to the States. **\$79.95**



SUPER ROBOT SPIRITS IMPORT Leave it to Japan to bring over a Gundam fighter to the monster 64. A series that will never die. Thank God! This game rules. **\$95.95**

Insane prices on some insane Nintendo 64 games!

Your Choice **\$39.95** each

YUKE YUKE TROUBLE MAKER IMPORT **\$39.95**
MARIO KART U.S. **\$39.95**
SHADOWS OF THE EMPIRE U.S. **\$39.95**



Super Famicom Software



DRAGON BALL Z HYPER DIMENSION 2 SPAM Experience the heady story of the FF that never landed on our shores. **\$89.95**



FINAL FANTASY 5 SPAM Experience the heady story of the FF that never landed on our shores. **\$89.95**



SECRET OF MANA 3 SPAM one of the top selling SRPG games of all time. **\$89.95**



SAILOR MOON SUPER S SPAM Sailor Moon scouts join together for one final female pound! **\$79.95**



SUPER FAMICOM SPECIAL 1 The two top companies of the RPG realm created two remarkable titles in the 16-bit genre in a few years ago. If you never picked those SRPGs up, now is the time. **REMANENTS SAGA 3** SRPGs with SRPG **\$84.95**
STILL OCEAN **\$89.95**
ENIX SPAM **\$89.95**



GAME CAVE
Everything for the gaming enthusiasts!

SPECIALS ARE LIMITED TO STOCK ON HAND, AND IN MOST CASES QUANTITIES ARE LIMITED. ALL RIGHTS RESERVED. IMPORT PLAYSTATION GAMES ARE NOT COMPATIBLE WITH NEWELL SYSTEMS. CALL FOR INFO. SHIPPING AND HANDLING ARE EXTRA. CALL FOR CURRENT PRICES. PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE. RETURNS ARE SUBJECT TO A 48-HOUR DELAY.

PlayStation Software

PAID ADVERTISEMENT



BLOODY ROAR IMPORT Absolute innovation! A 3D polygon one-on-one fighter with killer characters that can morph into monstrosities beyond belief. YES! **\$74.95**



BINNARIDER IMPORT Square, you guys REALLY scare me! Who are you? Where did you come from? Your first shocker? All right... You win, you're the BEST! **\$74.95**



CYBERBOTS IMPORT Cyberbots comes to the PS. Thanks Capcom for not leaving out the astronomical amount of PlayStation players. Good job! **\$73.95**



TOMBA IMPORT Hopefully Screenshot Mirage has sparked a new interest in insane action platformers. Tomba is unbelievable! A must have for all PS owners. **\$74.95**



CRITICAL BLOW IMPORT Similar to Fingers of Steel, Ravnica 1/2, and Soul Edge. WOW, is that possible? Yes **\$73.85**



X2 IMPORT Capcom's first attempt at a shooter. Sets scroll, overhead, 3D rendered, massive bossing, bonanza shooting test. Brilliant! **\$74.95**



R7JM IMPORT Games like D's and Lenny 2 are new and far between. R7JM shines light on this medium, simply surpassing everything we've seen before. **\$73.95**



FRONT MISSION ALTERNATIVE IMPORT FM on PS? Well it's simple. The best strategy game of all time has a true alternate sequel. **\$74.95**



TOTAL 2 IMPORT Square's just completely out of control. What's their secret? Total 2 makes Total 1 look like it was made 10 years ago. Literally! **\$74.95**



GINDAM THE BATTLE MASTER IMPORT When was the last time you've played a fighting game with characters so huge they didn't fit on screen? Introducing the Master of the Random Battle Master. **\$74.95**



SPECTRAL TOWER 2 IMPORT Simply beautiful. Final Fantasy 7 appears to have set a new standard in RPGs. Enter the tower this September. **\$74.95**



FINAL FANTASY TACTICS IMPORT Square Soft conquered isometric strategy with Final Fantasy Tactics. With Tactics, they have reached perfection. **\$74.95**



TALES OF DESTINY IMPORT Fashioned after the unbelievable Tales of Phantasia for SFC comes Destiny. Atakita RPG heaven. **\$74.95**



SAMURAI SHODOWN RPG IMPORT It's been a long time coming but SNK's Samurai Shodown RPG has finally arrived. **\$54.95**



BREATH OF FIRE 3 IMPORT Finally it has arrived. Scheduled for a 1st quarter U.S. release. More reason to pick up the most original RPG. INSANE! **\$64.95**



FRONT MISSION 2 IMPORT I must correct myself, it was only 11 hours of sleep in 2 weeks. With FM2, it will be no sleep for 2 weeks. **\$74.95**



MARIA IMPORT See a almost here—unless Sybil this Christmas. CALL



MOONLIGHT SYNDROME IMPORT Another twisted tale of psychotic behavior, violence, and mayhem. All done in style. (KILLER) **\$64.95**



ESCAPROWNE IMPORT The huge anime in Japan gets its own game. An installable display of hand-drawn RPG excellence! **\$73.95**



DRAGON BALL Z LEGENDS IMPORT 1000s sold since we first opened. One of the most requested import PlayStation fighting titles that we carry. **\$64.95**



METAL GEAR IMPORT What can be said about Metal Gear Solid??? PREPARE FOR YOUR LIFE TO CHANGE! This is not a GAME. It is literally life on a CD! **\$74.95**



CRASH BANDICOOT 2 U.S. Crash Bandicoot, what a game. Could Crash 2 possibly surpass this master idea? Surpass is an understatement. ENJOY. **\$44.95**



KLONDIKE OF THE MIND IMPORT Say me. Say me. Say me!!!! CALL



TOMB RAIDER 2 U.S. I think the world is in love with this woman. Lara please keep going. Edna opens the doors to new levels of entertainment. **\$44.95**

GF0011

Open Monday thru Friday 9am-7pm,
Saturday and Sunday 9am-5pm PST
Game Cave Welcomes All
Dealer & Wholesale Accounts!

Info Line: 1-626/930-1300

Visit Our Web Site: <http://www.gamecave.com> Call Toll Free, For Orders only: 1-888-GameCave

SEGA Touring Car

SEGA TOURING CAR IMPORT

SEGA TOURING CAR IMPORT So Saturn can do incredible 3D. Just in case you questioned that. Touring car answers your questions. CALL



PRAD ADVERTISEMENT



GRANDIA IMPORT OK so we stopped advertising Grandia, they said it was dead yikes. Guess what, we are happy to announce that this Christmas the splendor will arrive after all \$69.95



DEAD OR ALIVE IMPORT WANTED! \$63.95

Sega Saturn Software



SILHOUETTE MIRAGE IMPORT! Jim Shams the crossbreed! Silhouette Mirage, in her pursuit for... 777 \$63.95



CHAOS SEED IMPORT With what appears to be a battle engine similar to Chrono Trigger, Chaos Seed should provide us with long hours of RPG bliss \$69.95



SAMURAI SHOGUN 4 IMPORT An absolute 4th & 7th blood bath. All followers of the Samurai series must own this 4th installment \$34.95



PANZER AZEL RPG IMPORT Ride upon the back of the mesmerizing dragon in his first RPG adventure. A production package of magnificent proportions \$54.95



DRAGON BALL Z LEGENDS IMPORT In your old die time until the release of Dragon Ball Z GT, why not give the next best thing a shot. Millions have \$43.95



SAMURAI SHOWDOWN RPG IMPORT Witness the Samurai play in their first ever RPG. Packed all of hellacious monstrosities and melancolic questing \$46.95

ALL JAPAN PRO WRESTLING FEATURING VIRTUA FIGHTERS IMPORT



\$69.95



MACROSS REMEMBER LOVE IMPORT 2-CD set of dedicated Macross lovers' melody! If you don't own MFL yet, you are missing out hard-core \$63.95



KING OF THE FIGHTERS 96 IMPORT With more fighters than any other 2D fighter and custom team edit, KOF 96 is a must-own title \$43.95



WILLY WONKAT IMPORT This looks like a N64 game, what's going on? 3D action fans must own this title. Thanks to Supersu Miyazaki for the artwork \$54.95



CYBERBOTS IMPORT SATURN Capcom throws Zero Gekki Full Metal Madness right in your face with their version of Street Fighter mechanics too \$64.95



X-MEN VS STREET IMPORT This has called 1,000,000,000 times on this game. Now buy the game and beat the hell out of each other. THANK YOU \$69.95



MAFIA IMPORT Serious mood swings are coming. Woman with an attitude \$99.95



THUNDER FORCE 5 IMPORT Shooter of the world, you heard the word \$69.95



FAKE ODOR IMPORT From the creator of Aika. A masterpiece that was worth the wait \$54.95

NEO-GEO NEO-GEO NEO-GEO NEO-GEO NEO-GEO NEO-GEO



KING OF THE FIGHTERS '97 The 2D lighting festival of the century! \$79.95



SAMURAI SHOWDOWN RPG IMPORT NEO GEO CD Totally playable in Japanese and never ever coming to the states. \$110.2 \$56.95



FATAL FURY REAL BOUT SPECIAL IMPORT NEO GEO CD The return of the Bogard family and friends in absolute insanity. Enhanced backgrounds and added character animation make this a winner. \$73.95

GAME CAVE

Everything for the gaming enthusiast!

SPECIALS ARE LIMITED TO STOCK ON HAND, AND IN MOST CASES QUANTITIES ARE LIMITED. ARTWORK COPYRIGHT THEIR RESPECTIVE COMPANIES. ALL RIGHTS RESERVED. IMPORT PLAYSTATION GAMES ARE NOT COMPATIBLE WITH NEWER SYSTEMS. CALL FOR INFO, SHIPPING AND HANDLING ARE EXTRA. CALL FOR GAMES BY PHONE. PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE. RETURNS ARE SUBJECT TO A 10% STOCK FEE.

WALL SCROLLS

Surround yourself with license anime art & game related wall scrolls. Complete your favorite series collection. Game Cave carries multiple scrolls from your favorite series. EHJO!



MACROSS "NEW" WALLSCROLL \$19.95



FINAL FANTASY 7 Mako SHOT WALLSCROLL \$19.95



EVANGELION "NEW" WALLSCROLL \$19.95



"X" DESTINY WALLSCROLL \$24.95



GHOST IN THE SHELL MEGA BODY WALLSCROLL \$19.95



GHOST IN THE SHELL BIORANCE WALLSCROLL \$24.95



DRAGON BALL Z "NEW" WALLSCROLL \$17.95



SAILOR MOON "NEW" WALLSCROLL \$17.95



104 "NEW" WALLSCROLL \$19.95

\$4.95 ANIME!

Game Cave carries a vast collection of all the new and classic anime titles. Add some bulk to your collection with the purchase of any of our amazing films. Buy any 3 anime titles and receive any other title for just \$4.95. (Imports excluded)



DRAGON BALL Z ANIME DVD \$24.95



EVANGELION 05 ANIME DVD \$24.95



GATCHAMAR ANIME DVD \$19.95



DRAGON BALL Z ANIME DVD \$24.95



EVANGELION 05 ANIME DVD \$24.95



GATCHAMAR ANIME DVD \$19.95



DRAGON BALL Z ANIME DVD \$24.95



EVANGELION 05 ANIME DVD \$24.95



GATCHAMAR ANIME DVD \$19.95

PAID ADVERTISEMENT

Music

Buy any two SquareSoft music CDs and receive \$5.00 off your order

Game Cave carries a large line of import anime and game related original and arranged music CDs for the true 1 must have "nerd" industry addict. CDs range from \$19.95 - \$24.95. Buy any two SquareSoft music CDs and receive \$5.00 off your order. Restrictions apply.



FINAL FANTASY 1977 34 MUSIC CD \$24.95



TEKKEN 3 ORIG MUSIC CD \$38.95



FINAL FANTASY 7 ORIG 4 CD MUSIC CD \$54.95



ESCAPOLINE VOL 2 MUSIC CD \$19.95



DRAGON BALL Z 10 1/2 MUSIC CD \$17.95



EVANGELION DEATH MUSIC CD \$24.95



CHIDORO THOSEN BREAK OF TIME MUSIC CD \$19.95



NEW NO MEETS TENCHI MUSIC CD \$19.95



FINAL FANTASY 5 ORIG 2 CD MUSIC CD \$39.95



FINAL FANTASY 6 CELTIC MOON MUSIC CD \$24.95



DRAGON BALL Z ENDING STORY 2 CD MUSIC CD \$26.95



FINAL FANTASY 5 ORIG 2 CD MUSIC CD \$39.95



HOKORI NO KENSHIN VOL 3 MUSIC CD \$19.95



FINAL FANTASY 5 ORIG 2 CD MUSIC CD \$39.95



FINAL FANTASY 5 ORIG 2 CD MUSIC CD \$39.95



FINAL FANTASY 6 CELTIC MOON MUSIC CD \$24.95



DRAGON BALL Z ENDING STORY 2 CD MUSIC CD \$26.95



FINAL FANTASY 5 ORIG 2 CD MUSIC CD \$39.95



FINAL FANTASY 6 CELTIC MOON MUSIC CD \$24.95



DRAGON BALL Z ENDING STORY 2 CD MUSIC CD \$26.95



FINAL FANTASY 5 ORIG 2 CD MUSIC CD \$39.95



FINAL FANTASY 6 CELTIC MOON MUSIC CD \$24.95



DRAGON BALL Z ENDING STORY 2 CD MUSIC CD \$26.95



FINAL FANTASY 5 ORIG 2 CD MUSIC CD \$39.95



FINAL FANTASY 6 CELTIC MOON MUSIC CD \$24.95



DRAGON BALL Z ENDING STORY 2 CD MUSIC CD \$26.95



FINAL FANTASY 5 ORIG 2 CD MUSIC CD \$39.95



FINAL FANTASY 6 CELTIC MOON MUSIC CD \$24.95



DRAGON BALL Z ENDING STORY 2 CD MUSIC CD \$26.95



FINAL FANTASY 5 ORIG 2 CD MUSIC CD \$39.95



FINAL FANTASY 6 CELTIC MOON MUSIC CD \$24.95



DRAGON BALL Z ENDING STORY 2 CD MUSIC CD \$26.95



FINAL FANTASY 5 ORIG 2 CD MUSIC CD \$39.95

Model Kits

EVANGELION PLASTIC MODEL KITS

Very few anime series ever reach the caliber of excellence to be considered a classic. Evangelion is one of them. Celebrate the following with the most impressive plastic model kits ever released. High grade engineering, full color, fully poseable with weapons, power source devices, Eva pilots and even extra character HG Large Eva kits (10") Small Eva kits (6")

EVANGELION



EVA 01 MODEL \$29.95



EVA 02 MODEL \$29.95



EVA 03 YELLOW MODEL \$29.95



EVA 04 BLUE MODEL \$29.95



EVA 05 MODEL \$29.95



EVA 06 WHITE MODEL \$29.95



EVA 01 ULTRA \$39.95



EVA 13TH ANGEL \$14.95



EVA 13TH ANGEL \$29.95



EVA 03 SMALL \$12.95



EVA 01 SMALL \$12.95



EVA 01 SMALL \$12.95

Manga Spawn Action Figures



Manga Spawn™ Series 1 Available in Dot Action Figures \$9.95 each or all 6 for \$49.95

Open 7 Days A Week, Monday thru Friday 9am - 7pm, Saturday and Sunday 10am-6pm PST
Game Cave Welcomes All Dealer and Wholesale Accounts!
Visit Our Web Site: <http://www.gamecave.com> Call Toll Free, For Orders only: 1-888/GameCave

Info: **1-626/930-1300**

Discount Domain

All specials are while supplies last only!



EVANGELION WALLSCROLL AND MUSIC SPECIAL

Enjoy a piece of what they're viewing in Japan right now! Get the wall scroll and original score from Evangelion Death and Rebirth the movie. **\$33.95**



ZERO DIVIDE 2
IMPORT PS **\$43.95**



BOUNTY SWORD FIRST
IMPORT PS **\$39.95**



DRAGON BALL FINAL BOUT
IMPORT PS **\$39.95**



EVANGELION WALLSCROLL AND MUSIC SPECIAL

I give it one year and Evangelion will be a household name in the U.S. Celebrate this astounding anime with the wallscroll and your choice of any of the anime music V1 - 3. **\$33.95**



TOP FINAL FANTASY CD SPECIAL

Final Fantasy Grand Finale still remains the #1 best seller since we opened on Nov 1st in celebration of our 1 year anniversary, we give you the best for less! Normal price \$24.95. **Now \$10.95** (first 100 orders only)



RECIPROCEAT 9999
IMPORT PS **\$39.95**



BIOHAZARD GASH
IMPORT PS **\$39.95**



ENEMY ZERO
IMPORT PS **\$43.95**



CAT THE RIPPER
IMPORT PS **\$39.95**



LANDROUSER 4
IMPORT PS **\$43.95**



ROCKMAN X4
IMPORT PS **\$43.95**



AKIRA T SHIRTS \$16.95

**DRAGON BALL Z / RAMMA 1 / 2 / TENCHI
MUYO T SHIRTS \$12.95**

GHOST IN THE SHELL T SHIRTS \$18.95

Game Cave Sales Staff TOP CHOICES

Jeffrey
FRONT MISSION 2 PS
ALICE'S ODYSSEY PS
DEATH & MACH PS
ALICE'S ODYSSEY PS
TOLDOREYE PS
SENDOUJI PS
Thomas
ALICE'S ODYSSEY PS
CHANGING YEM PS
GAME DAY PS
Gavin
FIGHT MISSION PS
32 PS
Metal Shirts

Welcome to a gamer's dream come true!

INTRODUCING: THE GAME CAVE SHOWROOM/RETAIL STORE



GAME CAVE 421 E. HUNTINGTON DR. MONROVIA CA. 91016
Open 7 Days A Week, Monday thru Friday 10am-7pm, Saturday and Sunday 10am-5pm



REPLAY PRO 4 IN 1 SPECIAL PRICE!!

Get the Saturn converter, RAM, Memory back up, and Action Replay, all in one cartridge. Sold everywhere else for \$69-\$79. Game Cave price **\$43.95**

Unbeatable killer Saturn game specials!

- KING OF FIGHTERS 96 IMPORT SATURN WITH KOF 96 DRUG MUSIC CD **\$52.95**
- KING OF FIGHTERS 96 IMPORT SATURN WITH OFFICIAL RAM **\$47.95**
- LAXY DRINK IMPORT SATURN **\$48.95**
- Sega Saturn Converter **\$13.95**



Total Chaos Ultra Series 2 Action Figure
\$9.95 each
or all 6 for **\$49.95**

Game & Music Combo Specials!

- TGBA 2 IMPORT PLAYSTATION WITH TGBA 2 DRUG MUSIC CD **\$103.95**
- DRAGON BALL Z LEGENDS IMPORT PLAYSTATION WITH DBZ MUSIC CD **\$59.95**



GAME CAVE

Everything for the gaming enthusiast!

SPECIALS ARE LIMITED TO STOCK ON HAND, AND IN MOST CASES QUANTITIES ARE LIMITED. NETWORK COPYRIGHT THEIR RESPECTIVE COMPANIES. ALL RIGHTS RESERVED. IMPORT PLAYSTATION GAMES ARE NOT COMPATIBLE WITH NEWER SYSTEMS. CALL FOR INFO. SHIPPING AND HANDLING ARE EXTRA. CALL FOR CURRENT PRICES. PRICES ARE SUBJECT TO CHANGE WITH OUT NOTICE. RETURNS ARE SUBJECT TO A RE-STOCK FEE.

FINAL FANTASY VII

All characters
\$19.95 each

FINAL FANTASY VII



FINAL FANTASY VII

ACTION FIGURES

Fully posable! Official import Final Fantasy Action figures. Cloud comes with stand and multiple weapons. Aerith is packed with Chocobo. Tifa comes with Togo the frog. Also introducing the new characters Vincent the vampire and Sephiroth the (AMAZING!) All characters \$19.95 each.



ROCKMAN X ACTION FIGURES Call Game Cave now to order any of our latest Rockman X action figures. \$29.95 each comes with ultra armor. Additional armor sold separately \$9.95.



NEON GENESIS EVANGELION

NEON GENESIS EVANGELION ACTION FIGURES

The brilliance of the anime all packed up in an awesome array of action figure poses. Amazing high quality, extreme detail, multi-positional 10" action figures. \$34.95 each



X-MEN



X-MEN LIMITED FIGHTER ACTION FIGURES

5" Fully posable! Featured in high comics detail. Each figure dressed in special Danger Room training gear. Each figure comes with character-specific Rocket Pistol. Ultimate Marvel Super Heroes and X-Men vs Street Fighter by purchasing your figure today. \$7.95 each or set of 5 for \$34.95



SPAWN: THE MOVIE ACTION FIGURES Spawn mayhem galore! You have seen the major motion picture, now own the special edition action figures. Game Cave now carries the ULTIMATE and DELUXE action figures. Ultra figures \$9.95 each or set of 6 for \$39.95

GF0011

Open 7 Days A Week, Monday thru Friday 10am-6pm, Saturday and Sunday 10am-5pm PST
Game Cave Welcomes All Dealer and Wholesale Accounts!

Info Line: **1-626/930-1300**

Visit Our Web Site: <http://www.gamecave.com> Call Toll Free, For Orders only: 1-888/GameCave



KONAMI XXL SPORTS SERIES™

**I started kicking
inside my momma.
And I haven't stopped since.
Right now, the only thing
between me and a
world title is 8 yards and
a goalkeeper. And my foot
only listens to you.
Bury it.**



www.konami.com 1-800-696-HINT (4468) \$49.95 per minute charge \$1.00 per minute request from a game console.
Which may please repeat when used from parental concerns before doing. With no available 24 hours a day. For support Monday-Friday, 8 AM to 5 PM CST only.
Prices and availability subject to change. U.S. availability only. International Superstar Soccer 64 is a trademark of Konami Co., Ltd. Konami, the Konami Seal, Konami 64
and the "K" logo are trademarks of Konami of America, Inc. ©1995 Konami of America, Inc. The Konami logo is a trademark of the Interactive Digital Software Association.
Konami is a registered trademark of Konami Co., Ltd. ©1995 Konami of America, Inc. All Rights Reserved. Konami Sports Series™ is a trademark of Konami of America, Inc.



Fear Has An Address™



1-800-888-HINT (4466) WWW.KONAMI.COM

*\$2.80 per minute charge +\$1.15 per minute support time a given location. *Some time periods required. *Not for use in areas where service is not available. *Other charges. *Note: not available 24 hours. *See support Monday-Friday, 8:00 a.m. to 5:00 p.m. CST only. Prices and availability subject to change. U.S. residents only. *Cable modem - *Symphony of the Spirit is a trademark of Konami Co., Ltd. The Nintendo Game Boy Advance is a trademark of the Interactive Digital Entertainment Association. PlayStation™ and the PlayStation™

THIS IS WHERE FEAR LIVES.
THIS IS CASTLEVANIA-
SYMPHONY OF THE NIGHT™.

THE LATEST NEFARIOUS
INCARNATION OF KONAMI'S

CLASSIC ADVENTURE, WHERE THE UNDEAD COVET
YOUR SOUL AND THE FLOORS ARE PAVED WITH
SKULLS, WHERE YOU BATTLE

YOUR WAY THROUGH 1,000
ROOMS (AND MAYBE
MORE — NOBODY KNOWS FOR
SURE) TEEMING WITH

POWERFUL NEW MAGIC,
WEAPONS, POWER-UPS AND

UNIMAGINABLY GRUESOME CREATURES, TO KILL
YOUR FATHER, DRACULA, ENDING YOUR CURSED

BLOODLINE ONCE AND FOR
ALL. BUT JUST WHEN YOU

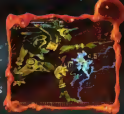
THINK IT'S OVER, THE
MULTIPLE ENDINGS WILL
HAVE YOU BELIEVING IN

LIFE AFTER DEATH.

SO COME. PAY A VISIT

TO CASTLEVANIA. YOU'LL FIND THE ADDRESS

IN YOUR NIGHTMARES.



People are contributors of Sony Computer Entertainment Inc. "PLAY FOR AN ADDRESS" is a service mark of Konami of America, Inc. All Rights Reserved. Konami is a registered trademark of Konami Co., Ltd. ©1997 Konami of America, Inc. All Rights Reserved.





THE MOST POPULAR RACING GAME. AVAILABLE IN A CONVENIENT TAKE-HOME SIZE.



You love playing San Francisco Rush in the arcades. Well, now you can race through the streets of the Bay Area in the comfort of your



own living room. In fact, you'll be able to choose from six different tracks (three more than in the arcade version). Each one showing



authentic San Francisco landscapes and so many places to bump air that you might be mistaken for an unidentified flying object. And if that's



not enough, you can take shortcuts through open fields and underground sewers. You can soar over building tops or be catapulted into the



DESIGNED FOR
16-BIT RUMBLE PAK™

air from a dismantled freeway overpass. It's San Francisco Rush. And lucky for you it's coming home in a more manageable size.



San Francisco Rush: Extreme Racing™/RUSH™ Midway Saturn Corporation. All rights reserved. Midway is a trademark of Midway Games Inc. San Francisco Rush: Extreme Racing is a trademark of Midway Games Corporation. Distributed by Midway Games Corporation Inc. and Sega Saturn. Midway is not the Sega Saturn logo. Midway is a trademark of Midway Games Inc. ©1994 Midway Games Corporation. All rights reserved. Midway is a trademark of Midway Games Corporation Inc.